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COMMODORE FORCE

ISSUE 9 SEPTEMBER 1993

FULL

12 RAVE REVIEW
Kixx 'XL' themselves with Microprose's masterpiece.

REGULARS!

6 WHAT'S HAPPENING
If it's happening, it's here. If it's not, so what?

8 REEL ACTION
Another dose of groovy free games action with a touch of the blues.

20 THE TIPSTER
Miles reckons he'd make a good Tipster. Said Chris 'pah, he's too hairy'.

27 THE MIGHTY BRIAN
The Brian goes from strength to strength.

40 LLOYD MANGRAM'S MAILBAG
Lloyd dances the hula for the admiration of his travelling entourage.

44 SUBS!
Large underwater vehicles, often armed with torpedoes. You'll find none of those on *this* page...

52 CHART CHATTER
The continuing adventures of Ludlow's hippest DJs.

FEATURES!

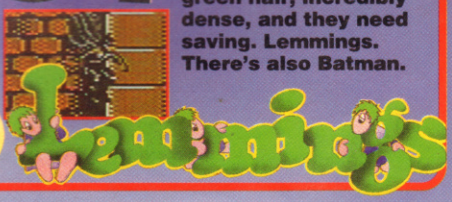
37 FREE KIXX
A whole bucket load of Kixx goodies up for grabs. Do you feel lucky?

14 BACK TO THE FEATURE PART THREE
Remember 1987, the Chinese year of the rabbit (we think)? — James does.

31 KIXX PULL-OUT SPECIAL
Loadsa Kixx games checked out by our good selves and recommended to you.

30 POSTER APOCALYPSE
It's find the poster time! Now where's the other half gone...

54 WORK IN PROGRESS
They're small with green hair, incredibly dense, and they need saving. Lemmings. There's also Batman.



FORCE REVIEW INDEX!

62 BASH YER BRAINS
All your GACed, Quilled and PAWed queries answered.

64 FORCEFIELD PLAZA
Q: What did the little birdie say when he visited the Plaza?
A: Cheap cheap.

66 NEXT MONTH
The last page is the first page, and the first page is just the beginning...

GUNSHIP

■ Believe it or not we've managed to keep this entire issue free of chopper jokes. Well, almost..... **12**

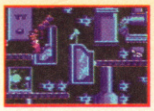
TURBO CHARGE

■ Corking racer with nobs (and guns) on. Plus, a guest reviewer..... **46**

SUBURBAN COMMANDO

■ Wotcha gonna do when the largest moustache in the world and Hulkamania go droopy on you? **48**

NIGHT SHIFT



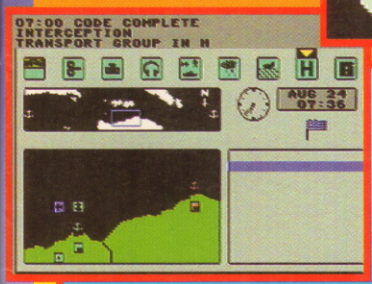
■ Join Fred and Fiona Fixit, in Kixx's factory-based platform puzzler..... **50**

Unless you've read COMMODORE FORCE back to front, you should have noticed two plastic things stuck to the cover. They're not holders for two pencils and the tape within is not suitable for a parcel wrapping. But when placed inside a datasette, magical things will start to happen. Here's a list of the potential about to be unleashed...

REEL ACTION

THE BLUES BROTHERS

You've watched the movie, dug the sounds — now play the game. It's a 91%er and it's comin' atcha live.



GUADALCANAL

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HACKER

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COMMODORE FORCE

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COVER BY Oli Frey

WHAT'S HAPP

So, you liked the last issue, huh? And the one before that too, judging by our sales figures. Neat! And they said it was a dying market...

It's true, folks — when we launched COMMODORE FORCE onto an unsuspecting public, industry moguls the length and breadth of Britain were heard sniggering into their coffee cups. Ha! It's rewarding to watch those same know-it-all pessimists tucking into double helpings of humble pie as this magnificent monthly goes from strength-to-strength.

It was felt, for example, that just because some of the major retail chains are curtailing their stocking policies regarding the C64, that owners of the awesome 8-bit micro would hang up their datasettes and retire. Not so! We knew all along that home computer enthusiasts weren't quite as fickle as many imagined — indeed, Lloyd Mangram's still receiving letters from ex-console owners who've traded in their carts for a cart-load of cassettes.

Our policy is simple: if Boots, Woolies, Menzies and Smiths are stocking fewer and fewer decent C64 games, we'll just have to work that little bit harder in getting the games on your behalf. If you can't buy the suckers, we'll give 'em to you!

This simple strategy is already paying big dividends. Over the past three issues we've given our readers classic games with a combined overall percentage of, and get this, 350%! The amount of cash you'd have had to pay to buy these games would also be worth calculating, but the time I'd spend totting up that particular set of figures would be better spent in attempting to secure better games!

You've got Jimmy James to thank for this issue's Reel Action smashes — *The Blues Brothers*, eh? What a scoop! He's been getting more and more involved with securing the rights to our cover cassettes of late, and judging from what I've seen so far the lad's got a real (action) feel for it.

So, if you've been at your wits end trying to get your mitts on a particular piece of C64 software, why not drop James a line at the usual address and he'll see what he can do. In the meantime, I hope you enjoy the issue. In fact, I hope you find time to *read* the beggar in between playing your latest batch of Reel Action classics!

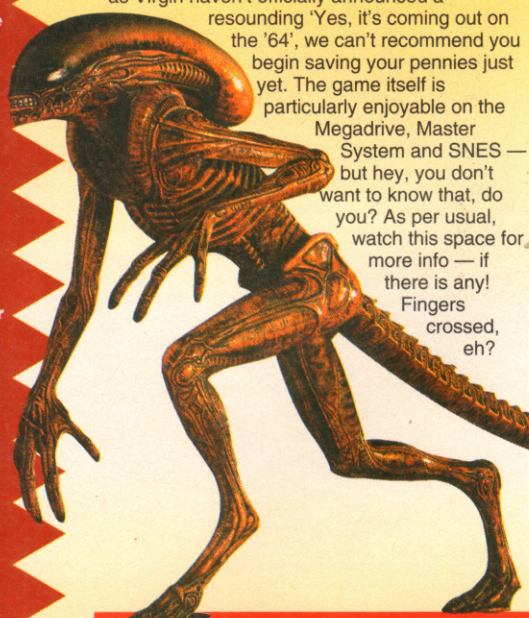
May The COMMODORE FORCE Be With You!

Steve

Steve Shields
Managing Editor

PURE AND SIMPLE

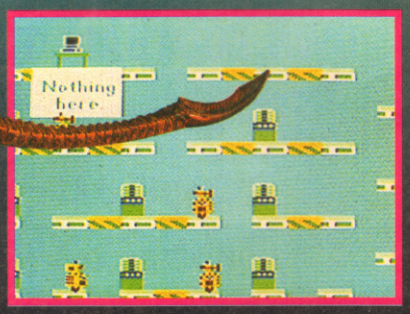
In a surprise move, American software giants Acclaim have sold the rights to their current (unreleased) home computer products to Virgin. These include the much-touted *Mortal Kombat*, *T2: The Coin-op*, *Alien 3*, *Bart vs The World* and *The Incredible Crash Dummies*. Of these, only *Alien 3* is tipped for a C64 release, but as Virgin haven't officially announced a resounding 'Yes, it's coming out on the '64', we can't recommend you begin saving your pennies just yet. The game itself is particularly enjoyable on the Megadrive, Master System and SNES — but hey, you don't want to know that, do you? As per usual, watch this space for more info — if there is any! Fingers crossed, eh?



THAT'S IMPOSSIBLE!

Relax. Take a deep breath. Clear your mind of all irrelevant thoughts. Are we sitting comfortably? Then we'll begin. Once upon a time, there was a company called Epyx, an American-run software house. One of their biggest (and most sought-after) Commodore releases was a game called *Impossible Mission*. Hailed by many as a true classic, it incorporated excellent graphics, addictive gameplay and — astoundingly — impresively-clear speech samples. Released not long after the C64 itself, *Impossible Mission* hasn't been availible for a while.

Until now, that is — although, unless you've got a SNES or Megadrive, you can forget it. Believe it or not, Microprose have signed a deal with Epyx, allowing them to produce the game for the aforementioned consoles. So, who leads the way? Which computer format provides the inspiration? 16-bits indeed...



● Impossible Mission? It's a great platform game and no mistake. Dig?

WHO'S DOIN

THE GANG AND THEI

STEVE SHIELDS

● Steve hasn't actually been doing much on COMMODORE FORCE this issue, as he's up to his ears with work on SEGA FORCE MEGA, Impact's new Megadrive magazine. However, he still nips into our office every now and again to crack some heads — traitor that he is...

FAVE GAME: *The Blues Brothers*

JAMES PRICE

● Whatever day it is, James is never satisfied. 'I hate Bridgnorth' and 'I want more money' are common James whines that linger in the air. They're usually answered: 'So what?' and 'I couldn't care', which says it all really (Right Chris — in the car park NOW! — James).

FAVE GAME: *The Blues Brothers*

CHRIS HAYWARD

Chris has certainly had a strange month. There he was, sitting comfortably, when suddenly the SNES FORCE crew rushed in and dragged him away. Once they'd got him into their office, they forced him to write a few articles for their mag. Chris said afterwards 'ugh, I feel so dirty. Consoles — yuk'.

FAVE GAME: *Turbo Charge*

PENING?

ALIVE AND KICKIN'

With all this fuss over the American Consumer Electronics Show, some loyal UK subjects may be feeling a little hard done by. Why should the Americans get the best in video entertainments shows? What about a CES for British gamers?

Well, have we got good news for you! Live 93 is a brand new electronics show taking place at London's Olympia between September 16 and 20 — and guess who's organising the games section? WE ARE!

Impact Magazines, the company who bring you this mag, not to mention SEGA FORCE MEGA, SNES FORCE, AMIGA FORCE, SEGA MASTER FORCE and N-FORCE have been put in charge of the entire gaming section, and we're throwing everything we've got into it.

For starters, there'll be a gigantic games gallery — called The Forcefield Plaza — featuring all the very latest and greatest in computer and console entertainment. There'll be games galore and ample opportunities to sample some of the very latest releases for free... as well as a few surprises that aren't slated for release this side of Christmas.

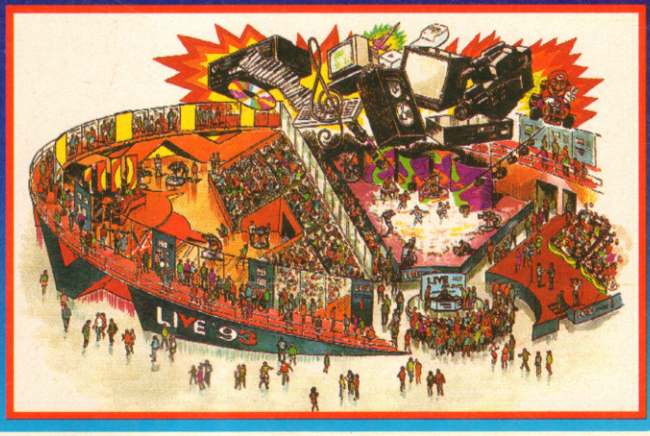
In fact, there's over one million cubic metres packed to the sockets with gizmos and gadgets. Tickets cost a very reasonable £7 for a day (or £16 for a family of five), although if you're under 16 you'll need to be accompanied by someone a little more crusty (I assume that means 'older' — Ed).

We've no doubt you'll be wondering how much C64 stuff will be there but... no, that would be telling. All in all, Live '93 is set to be THE show to attend this year, be you young, old, hamster or small piece of scampi.

Look out for more information in next month's COMMODORE FORCE!

LIVE '93

GET YOUR FINGER ON THE PULSE



TO THE MAN OSBORNE

There's been a bit of confusion recently concerning the true identity of Ian. Take last month's issue for example; at one point he was Ian Osbourne, at another he was Ian Osborne. So, which one is he? Come to mention it, *what* is he? Chris reckons 'Whatever he is, he's been haunting my dreams for ages. I reckon he's a warlock and no mistake'. Miles, on the other hand speculated 'That's a tricky one. He's got a definite Nordic look about him. All I think of is that horrific beard he used to have — Ugh!'.

So, what are we to think? Who *is* this individual we share an office with? After much high-tension debate, we decided to ask him. Unfortunately, he was on the phone — so we shoved a piece of paper in front of him with 'Spell your surname' written on it. Without further ado, he scribbled, writing that his real name is... Osborne. So, there you have it.

OING WHAT?

THEIR GOINGS ON...

MILES GUTTERY

● The hairy one's been starry-eyed of late. You see, he's got himself a new girlfriend and has been unable to do anything but talk about her. In the end, Chris and James had to inflict several blows to his person to shut him up — the sap.

FAVE GAME:
The Blues Brothers

IAN OSBORNE

● Despite his identity crisis (see news article), Ian's been as mad as ever this month. It seems like only yesterday that he broke the land speed record while running to the office drinks machine... in fact, it WAS only yesterday!

FAVE GAME:
Turbo Charge

W A N T E D

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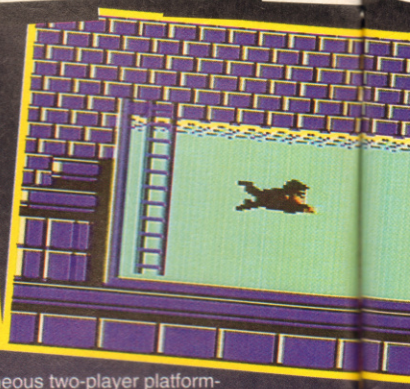
Do you feel Reel? Well forget Jesus Jones — this is the only part of any magazine that makes you think 'My goodness, I do believe I've got two tapes to load on my computer'. You'd be correct, because you *have* got two tapes to load on your computer, and they're damn magnificent! So give us an 'R', give us an 'E', give us another 'E' and give us an 'L' too. Now give us 'A' and... oh what's the use? We're giving *you* Reel Action, and if you don't appreciate it, kindly sit in a field and dribble.

REEL AC



THE BLUES BROTHERS

● Titus

Wahey! Here's your opportunity to re-live the sometimes slapstick, sometimes exciting, always hilarious movie that's achieved phenomenal cult status like no other. Jake and Elwood are the bruvs of the title, brought up in a Chicago orphanage with the blues in their souls and rebellion in their hearts. The forever shades-clad twosome live for their music, playing in a rhythm band and frequently attracting the unwanted attentions of the dastardly fuzz.

We take up the story just as Jake's released from prison. However, he barely has time to sup the sweet milk of freedom before finding out the orphanage that brought him up is to be repossessed 'cos they can't pay the rent. Unable to stand aside and watch this crime, the boys decide there's only one way to raise enough cash to solve the problem — to put *the band* back together and play the gig of their lives.

Be sure to have a hefty supply of fried chickens and dry white toast at hand, as you help the born-again bluesmen in their quest to save the doomed orphanage from the bailiffs wrath. Unfortunately the various band members are missing and all their instruments have been swiped. Cue multi-level, simultaneous two-player platform-leaping antics with our roguish heroes out to rescue the kiddies and raise a little hell along the way. Five different items need to be recovered if they're to succeed — a microphone, concert poster, amplifier, guitar and concert permit. One of the blighters is hidden on each level and they're a pig to find. Determined to hinder J and E's progress are hordes of policemen, cowboys and ruffians. Luckily, crates turn up along the way which can be chucked at enemies, disabling them permanently. Keep an eye out for other useful items as well. Records are fairly abundant about the levels — collect 100 for an extra life — but instruments prove a little more elusive. Occasionally, you'll come across a question mark. Collect this for either a bonus or a nasty surprise — we'll leave you to find out which does what.

There are five levels of R 'n' B-based laffs to keep you rockin' and a rollin' for some time, with a smattering of famous toons from the classic flick thrown in.

We're sure you'll agree *The Blues Brothers* is one of the most polished licenses to grace the C64. Fab

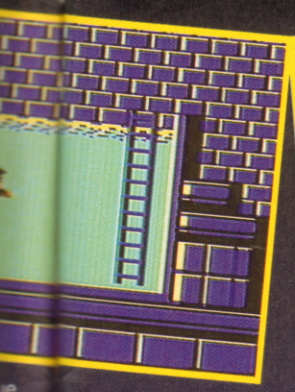
CONTROLS

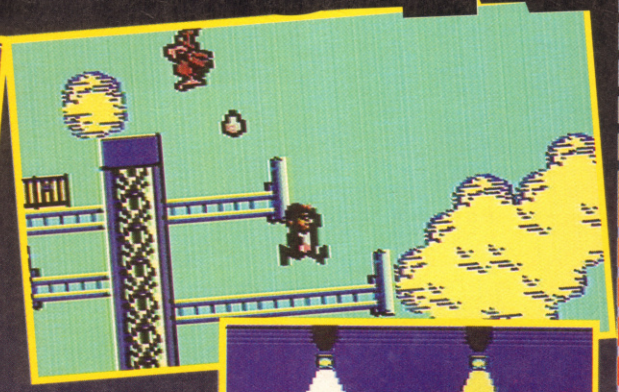
■ To control the game you'll need a joystick plugged into port two (second player in port one), and the functions are as follows:

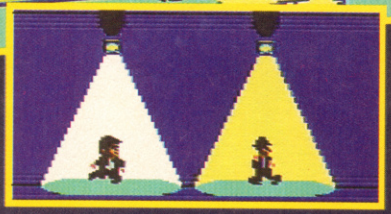
UP.....Jump/climb
DOWN.....Crouch
LEFT.....Walk Left
RIGHT.....Walk Right
UP+FIRE....Enter Door
FIRE (by crate).....Pick up crate
FIRE (holding crate).....Throw crate

■ **FAMOUS FILM QUOTE TIME:**
ELWOOD: 'We've got a full tank o' gas, half a packet of cigarettes, it's dark, and we're wearing sunglasses'
JAKE: 'Hit it!'
What more can you say?

ACTION







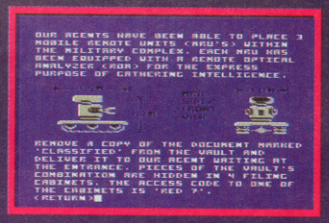
sound, cool gameplay and fine graphics, right down to the recognisable character sprites. All in all, it's another king-size COMMODORE FORCE corker at a pauper's price.

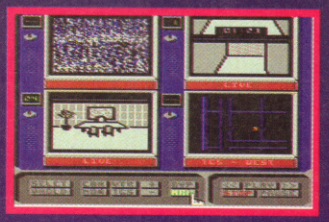
HACKER 2

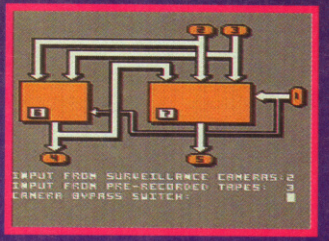
Beau Jolly

Are you a fan of the film *Wargames*? In the movie, a young computer hacker breaks into a complex computer network and becomes involved with all kinds of trouble. *Hacker* is similar, but at the end of the day you won't end up creating a world-wide disaster. Instead, you're taken into the heart of a computer complex, and all in the best possible taste.

Upon loading, you'll be asked to type in a password. Don't worry if you don't input the right answer as this is all part of the game. Actually, the entire game revolves around logical problems being solved and that's why this intro is void of any intense description of the game's content — you'll learn what to do as you go along. It's this user-friendly atmosphere that makes *Hacker* so addictive. Still confused? No matter — there are deliberately no instructions. Just load it up and let it lead you by the hand. It's a world of top secrets, confidentiality — a world of the *Hacker*.

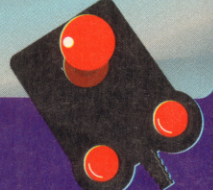






CONTROLS

Hacker is controlled via the keyboard and a joystick in Port 1.



CURVACEOUS COVERS

Cut 'em out, fold 'em out and wrap 'em around yer tapes — okay?

COMMODORE FORCE

THE BLUES BROTHERS GUADALCANAL

REEL ACTION #17

COMMODORE FORCE REEL ACTION #17

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COMMODORE FORCE

HACKER 2 EASY LIVES

REEL ACTION #18

COMMODORE FORCE REEL ACTION #18

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impact MAGAZINES

DEALS ON REELS!

Tapes are of no use to those of you with a disk drive, but here's your opportunity to trade the spools for a healthy black square known as a disk, full of this month's Action games. To take advantage of this solidly sound offering send a cheque/PO for £1.49 (payable to Ablex Ltd) to: Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QR.

Name .....

Address .....

.....**Postcode** .....

Favourite brand of tyres .....

REEL ACTION #17

COMMODORE FORCE

THE BLUES BROTHERS It's time to rock 'n' roll!

GUADALCANAL A famous campaign of WW2.

TAPE INFO

THE BLUES BROTHERS	000
GUADAL-CANAL	000

LOADING INSTRUCTIONS

Follow the loading instructions in your C64 manual. Lost it? Never mind, just hit Shift & Run/Stop and press play.

DODGY DUPLICATION?

It doesn't work? Are you sure? In that case bundle the busted lot up and mail it to: Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QD.

REEL ACTION #18

COMMODORE FORCE

HACKER2 Break the system and escape alive.

EASY LIVES Master Wells with more unbeatable cheats.

TAPE INFO

HACKER2	000
EASY LIVES	000

LOADING INSTRUCTIONS

Follow the loading instructions in your C64 manual. Lost it? Never mind, just hit Shift & Run/Stop and press play.

DODGY DUPLICATION?

It doesn't work? Are you sure? In that case bundle the busted lot up and mail it to: Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QD.

MASTER ICONS

MAP TOGGLE — Toggles control between battle map and icons.

CLOCK WINDER — Accelerates time.

SCOUT SELECTION — Highlight and use the joystick to select the required rank of scout.

INTELLIGENCE — Use left and right to assign personel to espionage and counter-espionage duties.

STATUS — Info on active units. Green — OK Yellow — Weakened Red — Badly damaged Flashing — Engaged in combat

WEATHER — Shock, horror, it's a weather report!

NAVAL LOSSES — Major vessels sunk in your fleet.

HOLD — The good, old-fashioned pause function.

SAVE GAME — Here's a tricky one to suss.

SCRAP GAME — I give up.

GUADAL

Beau Jolly

It's tactical japes WW2-style as COMMODORE FORCE gives you the chance to re-enact the famous battle for Guadalcanal Island. You get to play either the Americans or Japanese in this fine icon-driven struggle, manipulating infantry, aircraft and shipping to achieve your goal. Now, in a gloriously-limited word allocation we'll endeavour to explain how it all works…

To get started you need to select a scenario. Number one is a three day practise battle with you controlling the US. Two gives you the full campaign on the American side and three gives you command of the Japanese.

SHIPPING

These are your water-borne forces and they come in three categories: Escort, Carrier and Transport. Escort groups, as their name suggests, are heavily armoured and used for barrages and cover for other groups. Carrier groups include one or more aircraft carriers (effective cover in themselves), and transporters bring in supplies for your forces.

Ships are identified as follows:

CV — Aircraft carrier
BB — Battleship
CA — Heavy cruiser
CL — Light cruiser
DD — Destroyer
AP — Transporter

NB Each side's harbour supplies are denoted by a column of anchors either side of the map. US units are always shown in blue and the Japanese are in red.

LAND FORCES

The fighting ability of your men on the ground is affected in different ways. Malaria levels need to be controlled by regular medical shipments. Leaving a particular unit in the front line too long will drag down their morale and adversely affect fighting efficiency, so be sure to rotate units and allow regular rest periods. 'Digging in' an infantry unit will double their fighting strength but render them immobile until the order 'move out' is issued.

AEROPLANES

Aircraft operate either from carriers or your base (Henderson Field) on Guardalcanal Island. Individual planes are given a codename relating to their homebase — planes based on the carrier 'Enterprise' will be known as E-1, E-2 etc. Air units based at Henderson field have the prefix CAF (due to the American codename for Guadalcanal during the conflict — 'Cactus').

ALCANAL

EXIT — Returns to map control.

MOVE — Enables you to monitor a units course and change it if necessary.

FORMATION — Ships only. Displays information on ships in the selected unit including type and damage sustained.

STATUS — Info on the selected unit (except ships).

COMBAT — Brings up combat options.

ATTACK — Select target to engage.

WITHDRAW — Pull out attacking forces.

AIR — Used to launch aircraft. The icon appears when either a carrier or Henderson Field is selected.

ANCHOR — Used to dock supply ships. Only available at friendly ports.

HOME — Sends aircraft directly back to their original base location at the time fire is pressed. Aircraft carriers may move in this time.

TACTIC — Toggles infantry between 'dig in' and 'move out' modes.

TRANSFER — When more than one naval units are together, selecting transfer allows ships from one fleet to be re-assigned to another.

Jon Wells

Easy Lives provides infinite tries! Solve your game worries by using this life program on the following games:

Citadel, *Dropzone*, *Street Hassle*, *Hysteria*, *Paperboy* and *Sidewize*.

There's also the added bonus of a music hack so you can sample some of your favourite C64 tunes. To have a look at what's on offer, press CTRL on the main menu. The music hacks will only work alongside a reset poke, although you can't go wrong — all the info you need is on-screen. Please note that *you* have to own the games you wish to cheat on — they're NOT on the Easy Lives program as a lot of dim fools seem to believe. Happy hacking!

CONTROLS

■ Joystick in port two, folks — have fun!

EASY LIVES

GET A PIECE OF THE ACTION!

■ **If you've banged up a game you think is amazing, send it to us and we'll give our opinion. If it's good enough to appear on the front of the best-selling COMMODORE FORCE, then maybe it will! What's more, you'll get some money in the process! Just make sure the game is an actual finished product and not just an idea scribbled down on paper with a few sketchy drawings — we're not program developers, as some people seem to believe...**

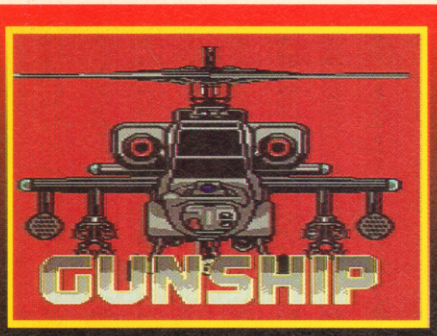
Name.....
Address.....
.....**Postcode** .....
Telephone (Daytime).....**(Evening)** .....
Utility used (if any).....
Favourite knot .....

IMPORTANT!

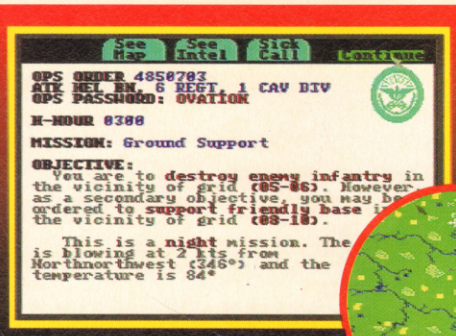
■ **Please sign this declaration;**
This program is submitted for publication by COMMODORE FORCE. It is wholly my/our own work and I/we agree to indemnify Impact Magazines (UK) Ltd against any possible legal action should copyright problems arise. This game is not being considered for publication by any other magazine or software house, and I/we will let you know in writing in the event of this happening.

Signed .....**Date**.....

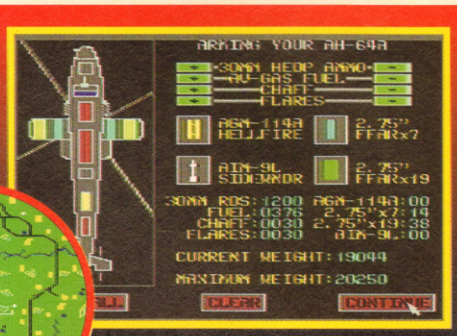
■ **Remember we will NOT consider your game for publication unless you enclose this coupon (or a photocopy).**
Send the game and coupon to: A Piece Of The Action, COMMODORE FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. Keep a copy for yourself too. If you want your game returned, bung in a SAE.



● We're ready to roll! Hang on — that's aerodynamically impossible, innit?



● If they think I'm getting up that early they're sadly deluded.



Yippee, now we're talking. Missiles, rocket... (foam, dribble)

● Kixx XL, £TBA Disk

COMMODORE FORCE HURRICANE HIT!

Eyes narrowed to a cold, fixed stare, 'Flight Of The Valkyrie' growing to a rousing crescendo, MILES 'NO CHOPPER GAGS' GUTTERY gets his rotors turning...

GUNSH

Here's the first release from the new Kixx XL range to really take advantage of disk format. *Gunship* on cassette was a joke, the bones of its disk parent picked dry of all but the stubbornest of gristly tendrils. Its appearance on the almost exclusively tape-orientated budget scene offered little scope for festivity. A shame really, as this classic of some years ago is nigh impossible to lay your hands on in original disk form. Well no more! Now everyone (or at least everyone with a disk drive) can experience the game as it was meant to be.

So what's it all about then? Well it's a flight sim… no wait — I can see you all now, switching over to Channel Four to watch that documentary on Eskimoes. Lay down your remote control and pay attention a while longer.

You, lucky readers, have the opportunity of taking to the skies aboard an Apache helicopter, perhaps the most awesome all-round fighting machine in the air, with license to cause damage — BIG damage.

To kick off, enter your name on the pilot roster, then you can report for duty. Rookie pilots are advised to plumb for flight training in the States. Enemies use dummy ammo so you can familiarise yourself with the controls without getting shot down.

Once you've mastered the complexities of flying and learnt a few textbook combat manoeuvres, you're ready to tackle one of the four action theatres on offer. Of course, you'll want to wade straight into the hot-bed of Western Europe against the Ruskie hoards (remember — this game is pre-Glasnost) but don't be tempted, go for Southeast Asia or Central America first. Get familiar with real combat conditions against less able forces and with a few successful tours under your belt you'll stand a far better chance during the Middle Eastern and European rumbles.

Missions begin with a briefing outlining your primary and secondary objectives and their rough

● Behold Kilimanjaro! And see the man scaling it's mighty cliffs — that's Len.

JAMES!

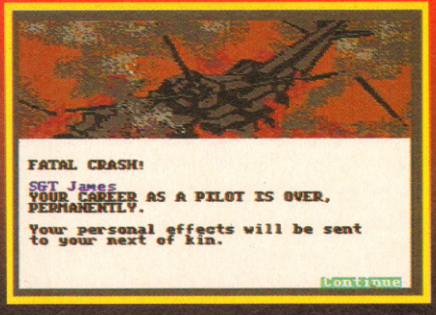
● On cassette, *Gunship* is a hit and miss affair. The limited amount of options, awful multiload and lack of pilot save facility all combine to make it a piece of software to avoid. On disk, however, it's possibly the best simulation seen on the '64, and certainly the best one involving helicopters. I'm not about to pass comment on its realism — having never flown one, I'd be a liar if I did — but let's just say that if the real thing's as much fun as *Gunship*, I could enjoy it and almost overcome my extreme fear of heights… although I must stress the *almost*.

If you've got a disk drive, and you haven't got *Gunship*, now's the time to pop off to the shop and buy it. What more recommendation can I give?

92%

Hey hey, airborne at last. Easy does it, just keep her steady now...

Uh oh! We seem to have bit of a nasty wobble on, GOING DO...



Right Price — that's the last time you drive. What a duffer, eh readers!

HIP

● The green, green grass of home. All that's missing is Tom Jones, big floppy parasols and a dead wasp in your pint of beer.

positions. From here you can bring up an intelligence report with info on enemy hardware likely to be encountered. Last of all is a weather report. Take note, as excessive heat can limit the payload weight of your chopper.

If you think you've got what it takes, accepting the mission takes you to the arming screen. Here the Apache carries a standard payload but experience allows you to decide exactly what you'll need for specific missions. Now head out onto the tarmac and get going.

You've been wire framed

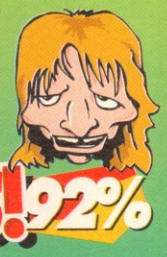
Successful completion of assignments earns points leading to promotion. Your ultimate goal being to reach the esteemed rank of colonel. A spotless record leads to rapid progress through the ranks but reprimands make things a little more difficult. These are earned for 'bugging out' of dangerous missions or failure to hit objectives. Not only that, but a swift ticking off from the CO on the debriefing screen really rubs it in. However, if your performance is outstanding during a sortie, you'll be up for decoration. The Army Commendation Medal is pretty easy to achieve — then there's the Bronze Star, Silver star, Distinguished Service Cross, right up to the Congressional Medal of Honour, America's highest military accolade.

So what lifts this head, shoulders and Timotei above the competition?

The wireframe graphics (supposedly not the C64's strong suit) are very effective and move convincingly enough, if at times a little slowly. You won't notice, however, because of the incredible attention to detail in actually mastering the art of piloting an Apache. Even experienced flyers will always discover new tactics to aid the cause.

So the actual flying is very good, but the way it's implemented into the game's framework really makes it a hit. A real buzz of satisfaction is gained from being awarded a prestigious medal or that elusive promotion.

Not to be missed.



MILES! 92%

CHRIS!

● Gunships and Chris Haywards don't mix, apart from this month — because *Gunship* is great!

The speed at which the landscape shifts is quite incredible and the ground detail is just as astonishing — buildings, artillery units, all in smooth scrolling vector graphics that give a true feeling of actual flight.

Controlling the chopper is very easy, and even the mass of controls are simple to get to grips with, becoming second nature after a few tries.

The missions are big, the options are huge and altogether it's a whirling bird that's not to be missed.

93%

GALE WARNING

■ PRESENTATION ■ SAVE PILOT AND MEDAL SCREEN — 89%

■ GRAPHICS ■ GOOD USE OF VECTORS, EFFECTIVE COCKPIT — 85%

■ SOUND ■ REASONABLE FX AND A NICE INTRO PIECE — 70%

■ HOOKABILITY ■ TAKES TIME TO GET INTO... — 78%

■ LASTABILITY ■ ... BUT ONCE YOU DO YOU'LL BE HOOKED — 94%

FORCE FACTOR 92%

Another five pages of nostalgia can't hurt anyone, and when they're as great as this... yes, welcome one and all to Back To The Feature. Well, 1987 eh? What was it like? What happened? Do we really care? We'd hope the answer would be a resounding 'yes', as '87 software was of a fine vintage indeed. One of the best games EVER was released, the most useful utility seen to date found it's way onto the shelves — in fact, why not read on and find out for yourself?

BACK TO PART THREE

1987

THE LIST!

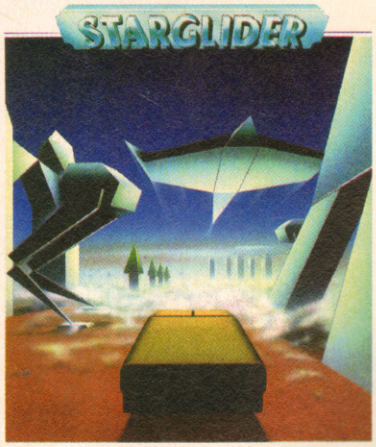
Yep, as with our first two instalments we've constructed a list of the software included, with some helpful and informative info thrown in for good measure. Want to see how the games of then rate now? Eager to obtain them? Study and learn, my friends. Oh, and by the way — the info goes appears in the following order: Game, publisher, typical mark awarded then, Force Factor now, and availability. Availability is marked on a scale of one to ten, with ten being readily available and one indicating you've got next to no chance.

I don't think anyone would envy the task **US Gold** had after snapping up the rights to produce the famous four-player arcade game, *Gauntlet*. With hundreds of levels, simultaneous multi-user action and detailed sound and graphics, people commented that perhaps, just perhaps, **US Gold** had bitten off more than they could chew…

…although, the only people chewing were those eating their words, as *Gauntlet* was widely regarded as one of the best arcade conversions seen at that point. Understandably, the four-player option was left on the proverbial cutting room floor, but the ability to have two joystick-wielders battling away sufficed admirably. Admittedly, it was full of bugs — several annoying glitches reared their heads after a while's worth of play, but fortunately didn't cripple the game in the fashion you'd expect.

Like the arcade original, *Gauntlet* allowed you to choose from four different characters. Nice beard, man.

Gauntlet didn't grip me in the way it did others. I felt that, once you'd got through so many levels, you'd seen all the game had to offer. That wasn't a criticism I'd aim solely at the C64 version — even the arcade original was limited. Feel free to disagree, though…



Whereas *Gauntlet*'s subject matter was it's downfall (in my opinion anyway) *Starglider's* was the C64's lack of processor speed. You see, while the Commodore is — undoubtedly — the cream of the 8-bits, it has problems coping with the complexities of vector graphics. *Starglider* on the 16-bits (and the Spectrum, for that matter) utilised them particularly well — the '64 didn't, it's as simple as that. Before you all flock onto the streets, grief-stricken by the lack of competent conversion, take solace from the fact that the game was, in essence, a pretty insipid outing. Developed by **Realtime Software** and published by **Rainbird**, it saw you flying along a planet surface, shooting vector enemies and, well, flying and shooting some more. Enjoyed and rated well on other formats, I felt it — and let's not waste words — quite frankly, boring. The C64 version just added a snail's pace speed to the tedium, and the marks it received reflected this.

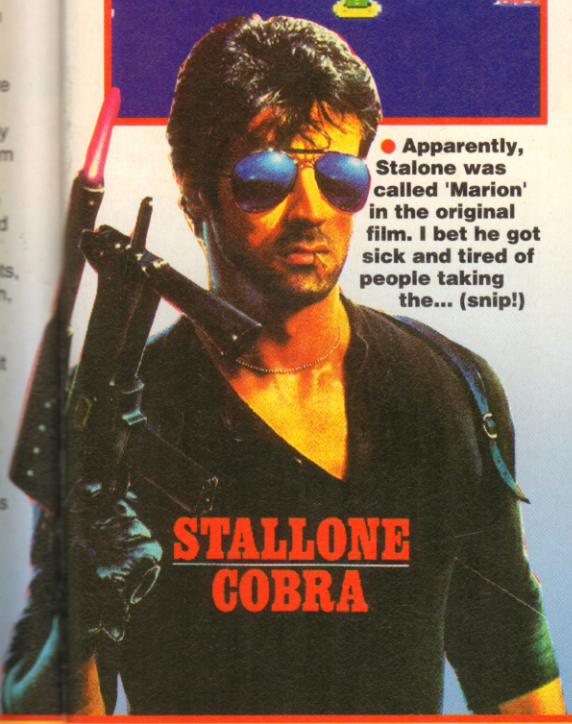
Another disaster (only more so) was *Cobra*, **Ocean**'s game of the film. On the Spectrum, it was an enjoyable (but tricky) platform shoot-'em-up — the C64 version was anything but. ZZAP! awarded (or should that be condemned?) it with a 13% overall rating; from what I've seen of the game, I've no reason to disagree with them.

Gauntlet Bug-ridden and repetitive, but still worth the odd bash.	**US Gold**	**93%**	**79%**	**4/10**
Starglider A lack of speed makes for a lack-lustre arcade blast.	**Rainbird**	**68%**	**54%**	**1/10**
Cobra No comment.	**Ocean**	**13%**	**13%**	**1/10**
Park Patrol If you haven't got it, get Issue Eight.	**Reel Action**	**94%**	**94%**	**10/10**
Nosferatu Atmospheric isometric adventure.	**Piranha**	**88%**	**84%**	**2/10**

THE FEATURE

Covertape patrol

From the dismal to the desirable, **Activision**'s *Park Patrol* was an exceptionally enjoyable arcade romp. But hey — you'll know this already, having received it on last month's covertapes. Who can say we don't give you the best games? What other… (snip! Normal service will resume after the COMMODORE FORCE team have recovered from this sudden burst of gratuitous self-congratulation. Sorry!).



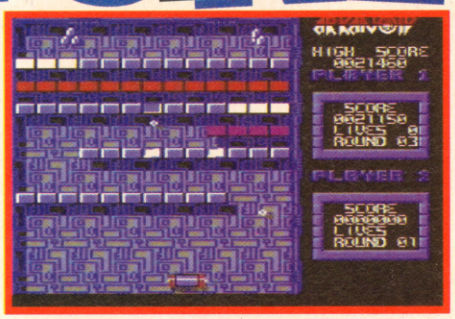
● **Apparently, Stalone was called 'Marion' in the original film. I bet he got sick and tired of people taking the... (snip!)**

Piranha's *Nosferatu* took the isometric 3D perspective and added distinctly gothic graphics and plot, in this tale of vampires, stakes and arcade-adventuring. Both absorbing and thoughtfully designed, it incorporated some of the best graphics the genre had offered to that date (albeit in tasteful monochrome), and surprisingly had the gameplay to match. A few months later, it was to be surpassed in it's genre by one of the best games ever, but you'll have to wait a while to find out about that…

Did I say earlier that the C64 can't cope with decent vector graphics? **Microprose** seemed oblivious to this when they released their accurate helicopter simulation, *Gunship*. As it's included in our special **Kixx/Microprose** pull-out special this month, I'll say no more — other than the fact it's great, an' I like it lots. It's also our Rave Review.

● **If you want to know more about *Gunship*, turn to page 12 and learn...**

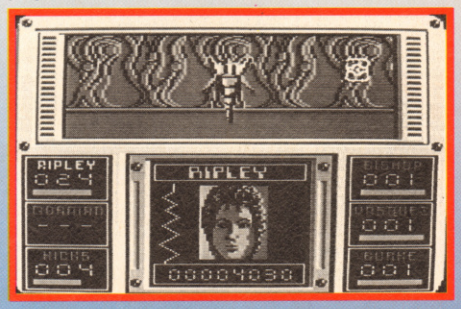
With Amiga Public Domain games, there's a word that's used almost incessantly — namely 'tribute'. A 'tribute' is a game that duplicates another, often commercial, piece of software; sometimes to the point where you'd expect legal action to take place. *Arkanoid* is one of the most 'tribute'ed games I've come across, but the real irony is that it itself was inspired by another game (the ancient *Breakout*). Adding power-ups to the simple, block-busting (but not in the superlative sense) action was an intelligent decision by the creators of the arcade original. Obviously, due to the basic nature of the arcade machine's code and graphics, it was a simple game to convert. Like



● **I'm hitting the ball, but it gets too fast. An' I say 'slow down', but it won't. Bah.**

Gauntlet, the C64 version was restricted by design (I mean, the gameplay's so basic it's almost insulting) but it was rated well at the time for being pure, uncomplicated fun. I reckon the ball speed wasn't pitched quite right, though — it seemed to speed up a little too quickly.

Aliens was hailed as 'the best film tie-in to date' by ZZAP! and I'm inclined to agree with them. Rather than make the game a basic, multi-level shoot-'em-up (as is usually the case), **Electric Dreams** choose to utilise a first-person graphical perspective, with a mixture of exploration and *Operation Wolf*-style shooting making up the gameplay. The atmosphere was as tense as you could have hoped for from a conversion: I'm sure James Cameron (the film's director) would have played it…



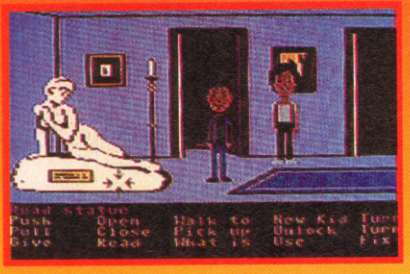
● **Look guys — I know I asked for a hug, but this is taking things a little too far...**

Gunship Excellent simulation — out on Budget from Kixx.	**Microprose**	**94%**	**92%**	**6/10**
Arkanoid Addictive in the way that only shamelessly simple games can be.	**Ocean**	**80%**	**68%**	**4/10**
Aliens Well-designed thriller	**Electric Dreams**	**81%**	**78%**	**1/10**
Explorer The eight percent is for graphics alone.	**Electric Dreams**	**13%**	**8%**	**1/10**
Into The Eagles Nest One of the best plan-view games — shame they bore me so badly…	**Pandora**	**90%**	**80%**	**1/10**

Also using the first person perspective, but receiving a less-than-favourable response was *Explorer* — again, by **Electric Dreams**. It's programmers (the Ram Jam Corporation, if you're interested) created a game of extreme exploration, where you searched through 40 billion mapable locations in search of nine missing spaceship sections. Unfortunately, most of the locations (although pretty) looked the same, making *Explorer* the computerised equivalent of finding a needle in a haystack.

● **Wander around a maze, run out of keys, die. What an interesting game.**

Into The Eagles Nest was a plan-view shoot/explore-'em-up with clear, colourful graphics. It did little for me — there was too much wandering around for my liking — but it would seem I'm in a minority. Receiving a typical mark of 90%, it's a game that will appeal to fans of the genre — something I'm not…



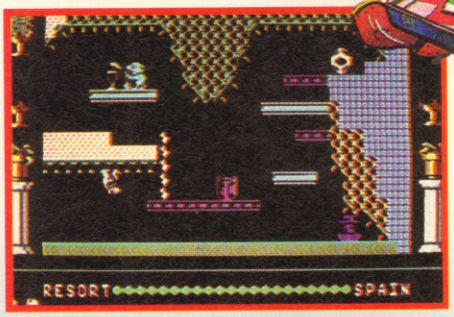
Point 'n' Click...

Activision's *Manic Mansion* was an arcade adventure of a different kind. Rather than directly controlling your character, you pointed to the area of the screen you wished to be moved or manipulated. This type of game has thrived on the 16-bits, where the graphical capabilities of the machines makes for attractive and interesting gameplay. This was an early attempt and, for the C64, an admirable achievement. Sadly, and as far as I know, it only appeared on disk — hopefully, someone will re-release it at some point…

Aliens US hit the C64 world, courtesy of **Activision**. This conversion of the film was the second to be seen on the C64, although undoubtedly the lesser of the two. A multi-level game with a variety of game styles, it's most noteworthy aspect was it's presentation — although in a way this contributed to the game's downfall, by increasing the harshness of it's multiload. Another problem was that the sub-sections were pretty insipid, and didn't really 'glue'; everything had a feel of being thrown together.

Time for a little controversy (sort of). *Auf Wiedersehen Monty* was the third in the *Monty Mole* games, and was regarded by the ZZAP! crew as the least palatable. Essentially a arcade adventure/platform game hybrid, it detailed Monty's escape from the notorious Intermole (Interpol… Intermole… Geddit? Not very good, eh?) to his luxury island off the coast of somewhere or other. So, plodding through the various screens making up countries, you'd be confronted by graphics that were (sort of) drawn accordingly.

I really enjoyed Monty, though. Although it didn't *quite* have the charm of it's predecessors (brilliant in their time), it still presented a more-than-adequate way to spend an afternoon or five.



● **Yeah, it looks like a Spectrum (RIP) game, but it's still fun to play. Honest!**

Ocean dealt an ace card in the form of Sensible Software's superlative *Wizball*. Gary Penn of ZZAP! enthused 'Simply brilliant — one of the best presented, most graphically and aurally attractive and addictive pieces of software available'. Another point worth mentioning is that, after awarding it with 96%, the ZZAP! offices were inundated with complaints about the rating: readers felt it to be too low! A rare occurance indeed.

I-Ball, **Firebird**'s inspired blasterama, arrived and pleased everyone with it's enjoyable gameplay and many power-ups. Again, there's not much point in telling you about it, as you'll already have played it extensively after receiving it on Issue Seven's covertapes.

Barbarian from **Palace** was a wonder to behold. A hack 'n' slash game that saw you chopping opponents to bits with an impressive sword, it had to be one of the goriest offerings of 1987. Despite the fact it was limited to one-on-one combat, the amount of moves to implement made it astonishingly compulsive; more so with it's simultaneous two-player mode. Everyone's favourite move had to be the bloody-but-satisfying flying neck chop which, if executed correctly, would decapitate your opponent. The presentation was of an equally high standard; once one of the competitors had been killed, an 'orrible little creature would emerge from the side of the screen to drag the corpse away. However, such violent antics

● **What a strange game. Unusual even. By golly, it's also original. Wow.**

WIZBALL

Aliens US	**Activision**	**66%**	**51%**	**1/10**
A lack of soul and gameplay make this vastly inferior to the UK version.				
Auf Wiedersehen Monty	**Gremlin**	**46%**	**72%**	**1/10**
Well *I* like it…				
Wizball	**Ocean**	**96%**	**96%**	**1/10**
It's a classic game. There's nothing else you can say.				
I-Ball	**Reel Action**	**80%**	**80%**	**10/10**
Am I allowed to make a joke about balls? No? Well, it's a great game, regardless.				
Barbarian	**Palace**	**87%**	**80%**	**1/10**
Great hack 'n' slash outing, if a little pedestrian in terms of speed.				

aren't tolerated by everyone, as apparently (or so I've heard) German censors felt it a little too nasty for their population, and subsequently banned it. Another controversial aspect of it's release, was a series of advertisements (not to mention the packaging), with Page Three model Maria Whittaker wearing very little indeed. The fact that the male model (incidentally, Wolf of Gladiators fame) was wearing just as little seemed to go over the top of most (complaining) people's heads. Excuse me, but isn't that sexism? Perhaps that's something best left to another (more relevant) magazine to discuss…

● **I've got a bigger sword than you. Oh yes I have. And I'm harder. So there.**

The Great Escape was an isometric 3D arcade adventure, where the gamesplayer attempted to abscond from a WW2 prisoner-of-war camp. This could be done in a variety of ways, via several varied methods.

Born out of Wedlock?

Virgin's *How To Be A Complete B*****d* was a 'conversion' of the moderately amusing book, co-written by Adrian Edmonson. I'm by no means a prude, and I can't remember the last time something really offended me, but *How To Be…* was an altogether nasty piece of software. Not in the way of it's rude words and risqué content though — far too tame for my liking — but in the way that it was almost unplayable. If I remember correctly, a few people got a bit upset about it, but really, there's nothing that this game has that can't be seen or heard in a playground. Well, apparently…

● **So I can't say the name of the game because it's rude? Darn.**

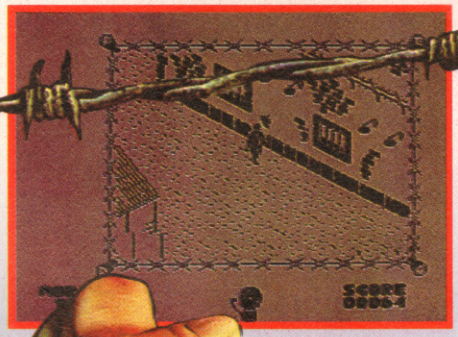
This dispensing of the usual all-too-linier approach made *TGE* something special — it's just a shame it was ported across from the Spectrum (or so I'm told), leaving the graphics distinctly monochrome. However, they were very good — not to mention detailed — so it's a forgivable offence.

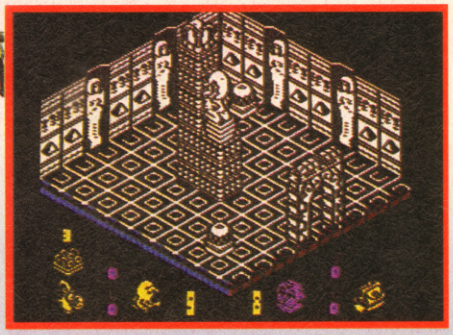
Perhaps *Escape*'s greatest element was it's atmosphere. If you let go of the joystick for a certain length of time, your character would become computer controlled, and would continue with everyday activities, mingling with both guards and other prisoners. To my knowledge, it's the only game that does that, and was particularly handy while waiting for nightfall, 'cause you could nip off for a cup of tea and let the computer hold the fort for you.

Foot *in* mouth?

1987 saw the release of the best isometric 3D game ever — **Ocean**'s wonderful *Head Over Heels*. Novel in the respect that you controled two characters and could switch between them, it threw clever puzzles at awestruck gamesplayers.

By joining your two subjects together, you'd be able to move them as one and utilise their various abilities. Individually, both Head and Heels had weaknesses — Head could fire at bad guys and manage large, gliding jumps but was painstakingly slow, whereas Heels could carry objects and run quickly, but couldn't jump very well.

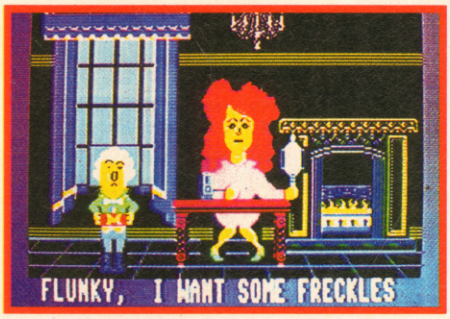




● **Don't dismiss it 'cause it's black and white — *Head over Heels* is a classic.**

Getting through the game's 250-odd screens relied on you knowing when to separate, what ability to use and how to go about it. In fact, there's just so much to the game, that I can't do it justice in the short space availible — suffice to say it's the best arcade adventure ever. Perhaps the only critisism I could level at the programmers is that they nearly released it as Foot and Mouth — I mean, what were they thinking of?

The Great Escape Mind-bending WW2 romp. Underrated at the time.	**Ocean**	**89%**	**92%**	**1/10**
Head over Heels One of the best games ever.	**Ocean**	**98%**	**98%**	**1/10**
Flunky Infuriating and ill thought-out arcade adventure.	**Piranha**	**68%**	**43%**	**1/10**
Bubble Bobble Cute, playable and downright addictive. Anyone care for a game?	**Firebird**	**97%**	**94%**	**1/10**
Renegade Exceedingly violent arcade conversion.	**Imagine**	**90%**	**86%**	**1/10**

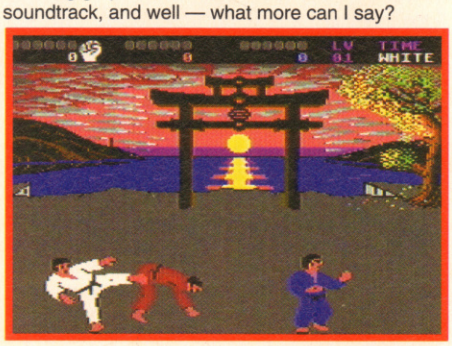


● **I've heard about a game called Freckles. Older readers will have too.**

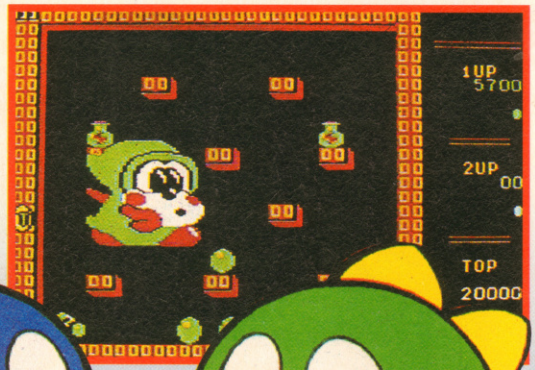
Whereas Don Prestley's *Trap Door* (featured last month) and *Popeye* used extremely large and colourful graphics to optimum effect, *Flunky* (published by **Piranha**) sadly failed to recreate their playability. As a flunky to the Royal Family (hence the title), you'd have to complete various tasks for your employers, solving a myriad of puzzles along the way. Unfortunately, these were too darn obscure and/or just plain tricky to execute, making *Flunky* a frustrating and unrewarding game to play. The presentation was, as expected in a Priestly game, of an admirably high standard — sadly, behind it lurked an unplayable, insipid arcade adventure.

Bubble Bobble, **Firebird**'s licence of the popular bubble-belching coin-op, was an example to all people involved in the production of arcade conversions. As well as being almost obscenely playable, it also offered a nifty two-player option and a fair amount of levels to play through. With the action contained to single screens, you'd take control of a cute little dinosaur, and would have to trap nasties in the bubbles you could blow. Popping these would result in the then-deceased nasty flying around the screen before landing and turning into fruit (for points) or a power-up. Once you'd dispatched of a screen's allocation of creatures, you'd be moved onto the next. A near-perfect con-ver-sion? *I'd* say so.

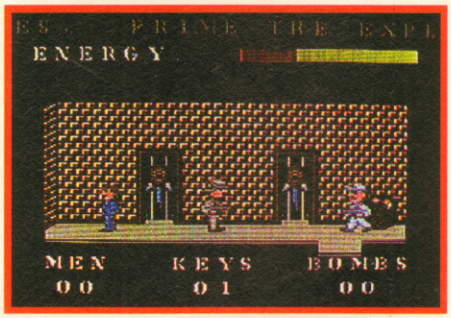
On a more obviously-violent note, there was **Imagine**'s *Renegade*. Kicking heads, kneeing groins and other violent actions were actively encouraged in this coin-op conversion. With five levels and screenfuls of thugs to get through, *Renegade* was an enjoyable beat-'em-up, with it's only *real* fault being a slightly easy difficulty setting. This wasn't a problem with Archer Maclean's *International Karate Plus* (or *IK+*, as it was known). The best fighting game ever seen on the C64, it took all good elements of the one-on-one combat offered by it's predecessor, and added a novel twist — a third competitor. Couple this with stunning graphics, animation and Rob Hubbard soundtrack, and well — what more can I say?



● **Red guy: 'Ooh, me piles. You heartless swine'. Blue guy: 'That's it — I'm off'**



The Shoot-'Em-Up Construction Kit is, and I defy anyone to argue with this, the most well-presented, comprehensive and easy-to-use utility available for the '64. With an astonishing amount of options to make your masterpiece with, even the least talented of programmers can come up with something moderately playable. Every day, we receive two or three games written using it, with the authors hoping to get their (often quality) efforts onto Reel Action. Then there's Alf Yngve, who's taken the program and pushed it to it's limits — to the point that some of his *SUECK* games are of commercial release standard. In 1987, *SUECK* was released, courtesy of Sensible Software (it's programmers) and **Outlaw** (it's publishers), and if you haven't got a copy by now, perhaps it's time you did. Think of it this way — you're not just getting one piece of software, but as many as your imagination can create…



● **Joe only gets a small mention. Serves him right for having such a stupid hat.**

Finally, one of the year's biggest bargains had to be *Joe Blade* from **Players**. At £1.99, it's mixture of arcade adventuring and puzzle sub-games combined to make it a real catch.

So, that's 1987 over with. Next month, we're covering, well, 1988. Apart from being an obvious progression, it's also good for everyone concerned — '88 was a killer for quality software. Want to find out more? Well, you'll have to wait a month we're afraid. Bye for now...

International Karate +	**System 3**	**93%**	**93%**	**3/10**
I know it's on a compilation, but I can't remember which one. Sorry!				
Joe Blade	**Players**	**92%**	**82%**	**3/10**
Great fun and, most importantly, a bargain at £1.99.				
Manic Mansion	**Activision**	**93%**	**91%**	**1/10**
Sadly, only ever released on disk. Bad luck, tape-only people…				
SEUCK	**Outlaw Productions**	**N/R**	**98%**	**4/10**
Utterly essential game-maker — brilliant.				
How To Be A Complete B***d**	**Virgin**	**33%**	**26%**	**1/10**
Yeah — it seems the programmers studied the book *real* closely…				

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THE TIPSTER!

POM-BEARS! Seems like only a month since I saw you last — uncanny really, because I don't actually get to see you. Still, you'd never guess what, but I walked into my house the other day only to discover it was Noah's Ark. All I could do was helplessly watch groups of animals file in through the front door. I didn't mind at first, but the novelty wore off; checking my boots for scorpions, escorting monkeys off the apple trees and retrieving the cat's tail from a pair of famished lions soon becomes tiresome. In the end, a big food chain developed in front of my very eyes, which left one huge bloated killer whale in the driveway. Unfortunately, I ran over the poor beast while I was trying to park my car. Nature isn't half cruel.

RODLAND

Kixx

Cute games don't come much cuter than this, and it's addictive qualities earned it 84% back in Issue Seven. Here's a quick guide to what should and should not be done.

It's best to leave the enemies well alone until every flower has been collected — this way you can collect the 'EXTRA' letters that appear when killing a baddy.

Remember that if you leave an 'EXTRA' letter alone it will change, so don't hurriedly collect them as soon as they appear.

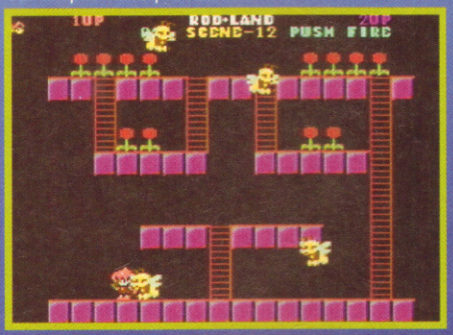
On later levels, Nessie creatures rush at you like homing missiles. To avoid them, build a ladder and step on the first rung — they'll get totally confused.

Before using a teleporter, keep an eye on where you're heading, as the nasties have a tendency to lurk around the destination area.

To defeat the crocodiles, start off on ground level. Don't bother climbing up, as they'll come to you. Take out the smaller crocs before they get a chance to creep up, and beware of the last two crocodiles — their attack rate is doubled. Killing all the crocs on one side first is the best tactic to use.

When facing a whale, use a ladder to reach it's eye — this is it's only weak spot. These beasts take around twenty hits.

To kill off an elephant (so much for human compassion), avoid the platforms. Before it plummets down to earth it hangs in the air, giving you chance to get clear. As it lands, repeatedly hit out. Elephants require 30 hits.



POKE FUN

It's been a while since I printed a fat bundle of pokes, but when all looked bleak on the cheating front everybody seemed to go a bit haywire. I've now got reams and reams of 'em, so if you've got an Action Replay, get a load of these...

- **Armalyte — 59891,173 = Lives**
  720 — 2398,173 = Lives
  11793,96 = Money
- **Andy Capp — 44548,173 = Lives**
- **Arabian Nights — 2631,173**
  2632,173
  2634,89 = Lives
- **Arc Of Yesod — 33969,165 = Lives**
- **Attack Of The Mutant Camels —**
  11018,165 = Lives
- **Barbarian 2 — 35441,165**
  37742,165
- **Black Tiger — 48765,173 = Lives**
- **Blagger — 3574,44**
  53264,126
  3560,9 = Lives
- **Bombjack — 5112,0 = Lives**
- **Bombjack 2 — 7053,200 = Lives**
- **Bruce Lee — 5688,128**
  5672,128 = Lives
- **Burning Rubber — 18432,173**
  17288,165 = Time
- **Captain America — 1262,73**
- **Camels Revenge — 35518,250 = Lives**
- **Cavelon — 23789,255 = Lives**
- **Centipede — 33564,181 = Lives**
- **Chase HQ — 36702,173 = Turbos**
- **China Miner — 34623,44 34623,234**
  34624,234
  34625,234 = Lives
- **Combat School — 236,244 = Stop time**
  236,128 = Start time
- **Crazy Comets — 40362,989 = Lives**
- **Dark Fusion — 2798,165 = Dark Fusion**
- **Dalek Attack — 4575,165**
  13579,165 = Lives
- **Day After — 20103,173 = Lives**
- **Eagle Empire — 22430,173 = Lives**
- **Equaliser — 26098,165 = Lives**
- **Engineer Humptey — 30989,173 = Lives**
- **Falcon — 6399,8 = Lives**
- **Fighting Warrior — 57687,165**
  5687,165 = Lives
- **First Strike — 38316,173 = Lives**
- **Flak — 4799,36 = Lives**
- **Fort Apocalypse — 36339,163**
  36334,153
  36364,234 = Lives
- **Frantic Freddie — 31887,255**
  34535,24 = Lives
- **Galaga — 17389,173**
  17288,165 = Lives

SPACE CRUSADE

• Gremlin

There's nothing like a good bit of open space to air your feelings towards the complexities of today's world. Alternatively, you can just load this up and blow the insides out of alien hordes.

To reach the status of Captain Supremus with all missions accomplished, enter the code BEBB364A38A. Thanks go to **Kevin Hill** from **Cleveland** for letting me in on that.

EMLYN HUGHES INTERNATIONAL SOCCER

• Touchdown

Roland Jackson from **Lancashire** has discovered some rather humorous cheats to add spice to this footy game.

When you score, press the 'up' arrow key and hold it down. The game finishes and the scorer's name stays on screen. The players won't move but the time keeps going. Thanks for that piece of info Roland — no matter how completely useless it sounds to me. However, the reset pokes you sent are a lot better, and they are:

48044,1
48046,2 — Skating mode
45343,32 — Titchy players
53521,x — x can be in the range 0 to 15 to change the colour of the players skin.
53415,x — x can be in the range of 0 to 15 to change the colour of the players hair and shorts.
SYS 2063

With the last two pokes you can create nudist football — well I never.

REEL TOUGH

Recent REEL ACTION games have proved to be REAL winners, and to help out anybody encountering problems, pay attention to this prime cheat collection.

RAMPAGE

• Prism Leisure

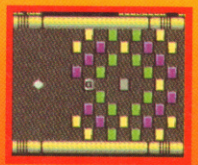
Start a two or three-player game and move any two monsters off the screen. Smash up the city to complete the level. On the next screen, move the same two creatures off screen and carry on with one monster. When this one dies, bring a second on from outside the screen. Repeat this to get a good way into the game.

KRAKOUT

• Prism Leisure

Well feast on my toe-nails, if it isn't **Luke Croll** with a reset poke for this REEL ACTION smash.

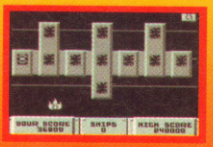
Take it away Luke…
Poke 33802,234
33803,234 = Lives
SYS 15312
Thanks Luke — hope to hear from you again…



BULLDOG

• Prism Leisure

Press 'C' on the scoreboard to get infinite lives.



I BALL

• Prism Leisure

Oh, hello again Luke, back already? What have you got this time? Another reset poke! Hey don't wait around, shout it out to the world…

Poke 20669,234 = Balls
20670,234 = Larger balls
21916,234 = Stops time
SYS 16939

PARK PATROL

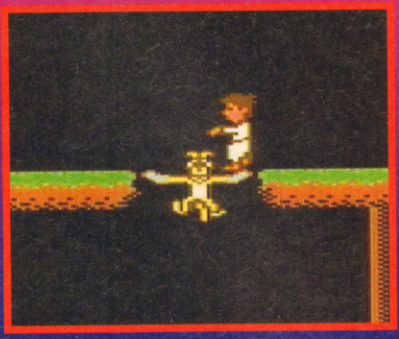
• Prism Leisure

At the beginning, jump from the boat onto the log directly opposite. A white bar appears at the bottom right of the screen and you can attempt log rolling by tapping the joystick forward, letting the parkie slide down the log and repeating the process until the white bar runs down. 5000 points are awarded if you manage to complete the trick — nifty, eh?

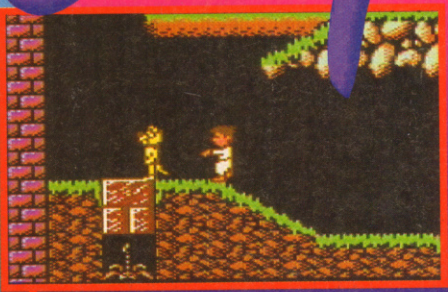
- **Gateway To Asphai = 2264,99 = Lives**
- **Gilligan's Gold — 17993,0 = Lives**
- **Henry's House — 4063,173 = Lives**
- **HERO — 14652,25 = Lives**
- **Hero/ Golden Talisman — 13458,173 = Strength**
- **Ice Palace — 13416,173 = Energy**
- **Indy/Last Crusade — 32552,173 = Lives**
  37255,173 = Whips
  35756,173 = Torches
- **Jumpman JR — 9450,44**
  9450,173 = Lives
- **Jungle Hunt — 2242,234**
  2243,234 = Lives
- **Last V8 — 7149,173 = Time**
  7326,173 = Fuel
  7858,173 = Shields
- **Last Ninja 3 — 28986,165 = Level 1 lives**
  29231,165 = Level 2 lives
  28824,165 = Level 3 lives
  29059,165 = Level 4 lives
  29212,165 = Level 5 lives
- **Lazy Jones — 4063,173 = Lives**
- **Menace — 49200,165 = Cannon**
  49208,165 = Lives
- **Metrocross — 13601,181 = Time**
- **Monsters — 5705,173 = Lives**
- **Mutants — 9273,165 = Lives**
- **Nonterroqueous — 30424,173 = Psyche**
  28399,173 = Bombs
- **Oink — 39922,165 = Lives**
- **Orpheus/Underworld — 18870,234**
  18871,234 = Lives
- **Park Patrol — 58474,173 = Lives**
- **Paradroid — 5182,181 = Energy**
- **Purple Heart — 6466,173 = Lives**
  19803,189 = Ammo
- **Quo Vadis — 24709,181 = Energy**
- **Rally Cross — 6827,189 = Time**
  6263,189 = Fuel
- **Red Heat — 3108,165 = Lives**
- **Shamus — 23558,169 = Lives**
- **Son Of Blagger — 6626,232 = Lives**
- **Split Personalities — 7031,173 = Lives**
- **Street Surfer — 3868,230**
  3869,67
  3879,169 = Lives
- **Strangeloop — 45486,173**
  44217,173 = Lives
- **Superman — 37940,0**
  22605,0 = Lives
- **Trapdoor — 14914,96 = Times**
- **Thunderbolt — 4017,165 = Smart bomb**
- **Turrican — 3030,173 = Time**
  16365,0 = Weapons
  4133,173 = Gyroscopes
- **Turrican 2 — 3060,173 = Time**
- **Underwurlde —34404,173 = Lives**
- **Up 'N' Down — 36103,173 = Lives**
- **Video Meanies — 22772,173 = Lives**
- **Vikings — 32327,173 = Lives**
- **West Bank — 12713,145 = Lives**
- **Willow Pattern — 39855,234**
  39856,234 = Lives
- **Wizard's Lair — 49693,165 = Lives**
  8361,181 = Keys

Thanks go to AP Crowe, Darryl Marshall, Richard Bettie and the person who sent a stack of poke cards.

Sleepwalker

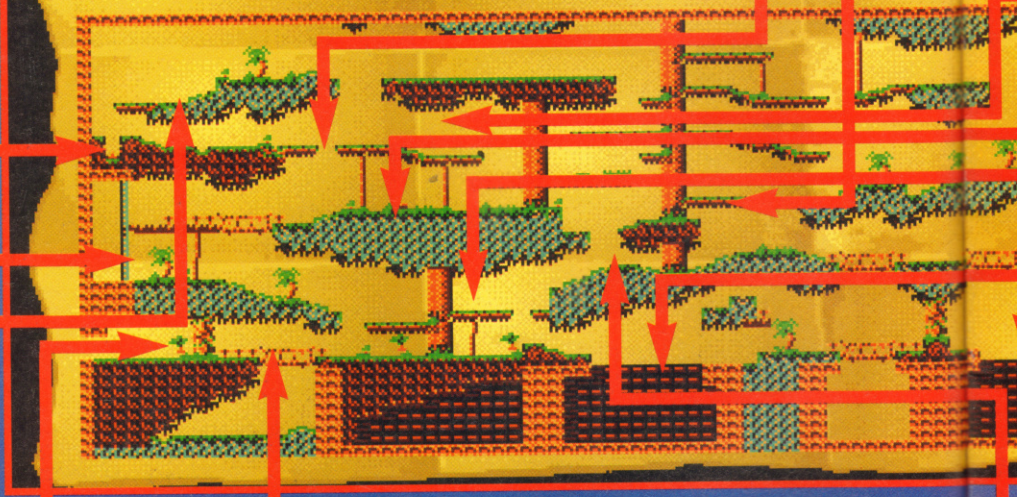


Try to bridge this gap first time. Fall down and you've got to get past that nauseating elephant again.



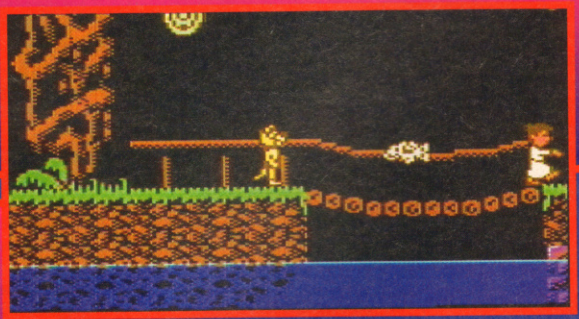
Push the block into the gap to get over the spike.

LEVEL TWO

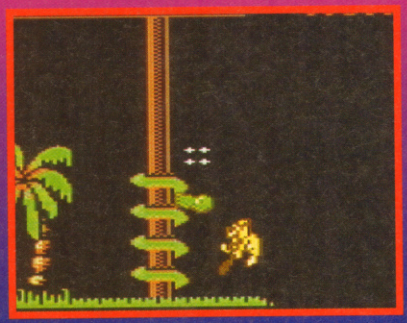


Avoid these flying coconuts like... er... flying coconuts. Push Lee past, and once to the right of the tree you're safe — for a minute at least.

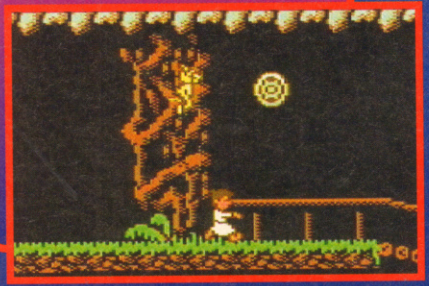
There are fish around here, and they're electric! Give Lee a kick to get him safely past the jumping piscine pests.



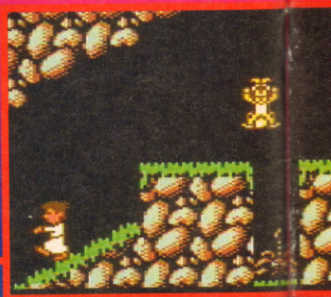
These troublesome tree snakes are quite common in this level. Smash the slimy ones over the head and push Lee quickly past. You can't kick the youngster over so don't bother.

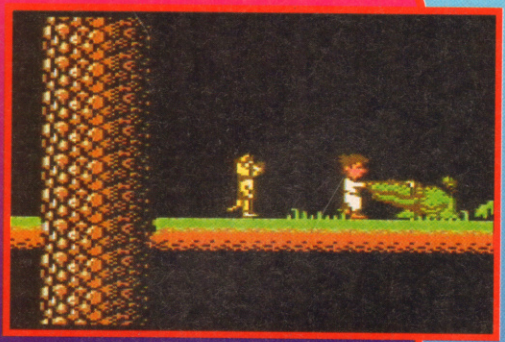


Collect the whoopee cushion that's hovering in the air. This provides Ralph with a limited amount of invulnerability.

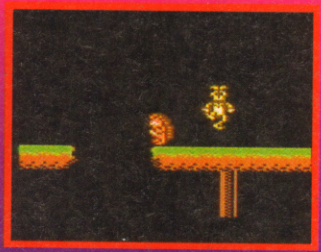


Before dropping down from the above ledge, give Lee a push to the left. He'll avoid a nasty spike that awaits on the ground.



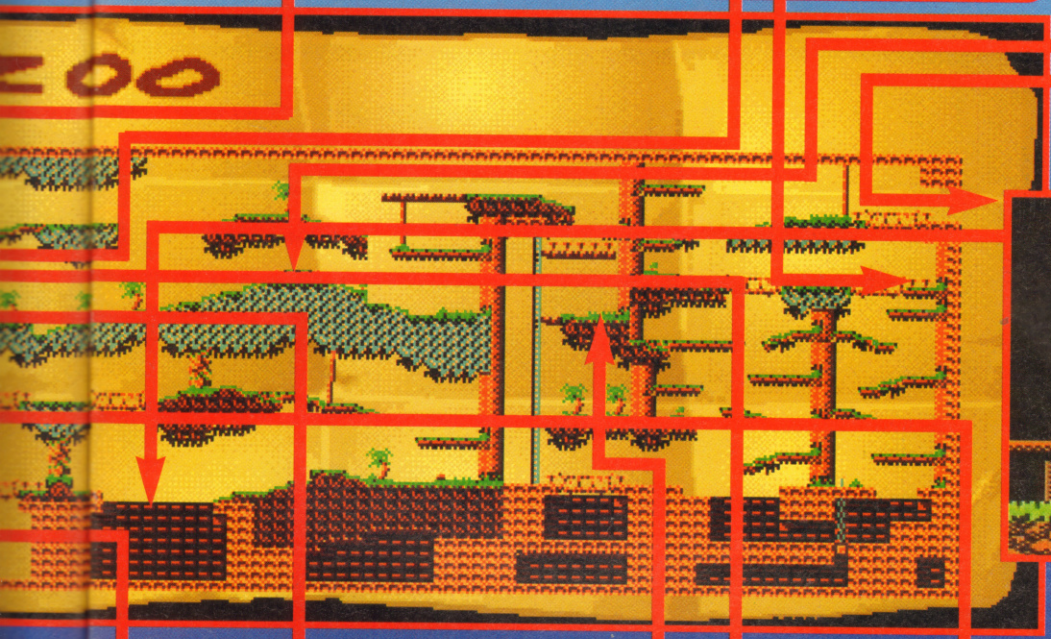


A boot up the bum is what's required here, so do so pronto to avoid getting chomped on by the croc.



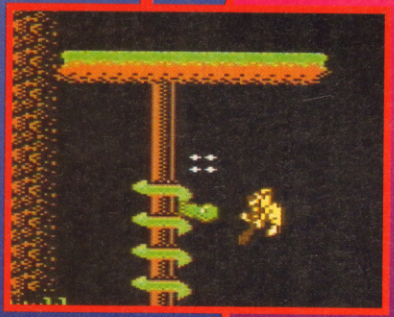
Another creature that can be very annoying is a porcupine. It doesn't matter if Ralph treads on it — just make sure Lee doesn't. A swipe of the bat is all that's needed.

This fat ape likes to throw barrels down the bank. A wallop 'round the head soon stops his game, but only temporarily — so don't waste time...



EXIT

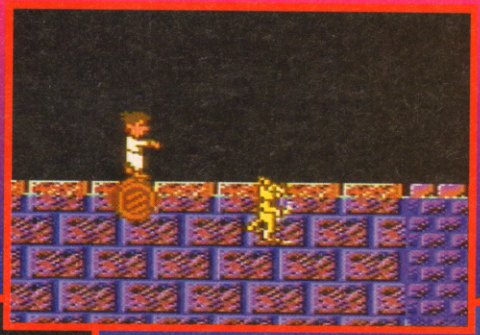
Collect the question mark to reveal a bridge to cross the chasm.

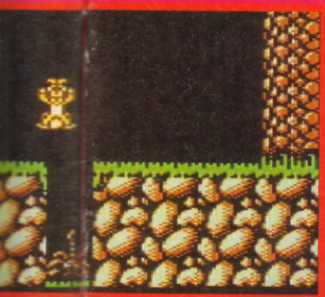


It's that old reptile called a snake again. To foil it's attempts to smack Ralph and Lee about, make it see stars with the bat.

One thing elephants never forget, is that whenever Lee goes near they squirt him with water, knocking him back into the nearest obstacle. Get Ralph's bat at the ready, and prepare to thwack trunk.

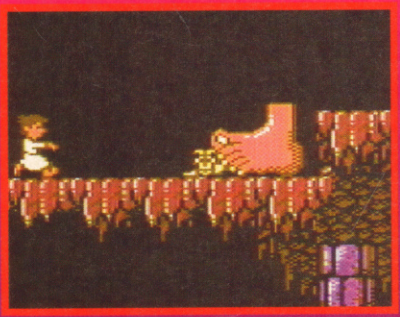
To guide Lee across the river, get Ralph on the barrel first. This way, Lee won't walk straight off.



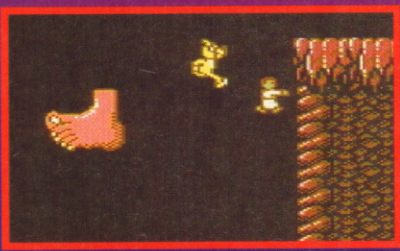


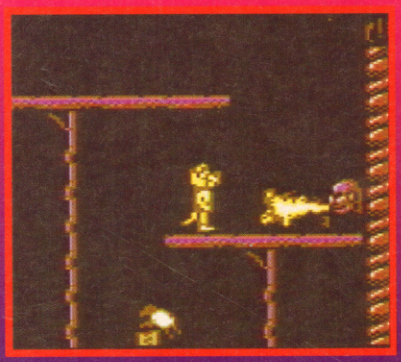
Ocean

Still losing sleep over Ocean's fantastic game? Last month's level guide should have helped out somewhat, but I've no doubt the more experienced of you will be well into the following levels. To find out exactly how it should be done, take a deep, meaningful look at level two and three's maps and guides.



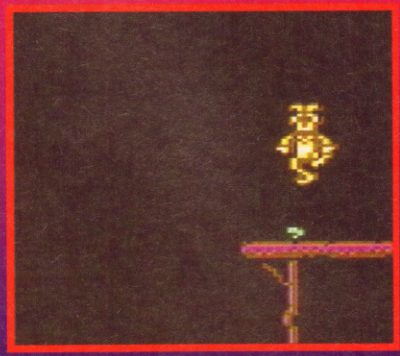
A foot in the face isn't good for anyone — Lee gets dazed and Ralph gets squished, so avoid it at all costs. However, there's an extra life just to the right, so it's worth taking a risk if you're man, woman or dog enough...

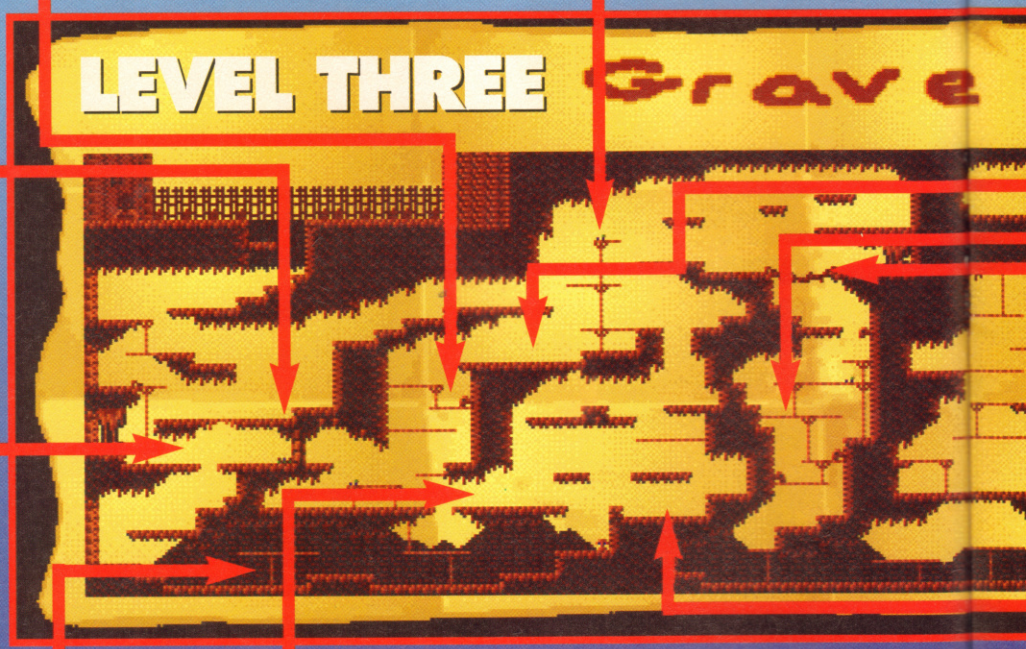




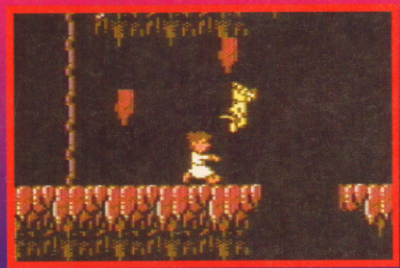
The gargoyles breathe a hefty blast of fire, which is no good to man or beast — so watch out.

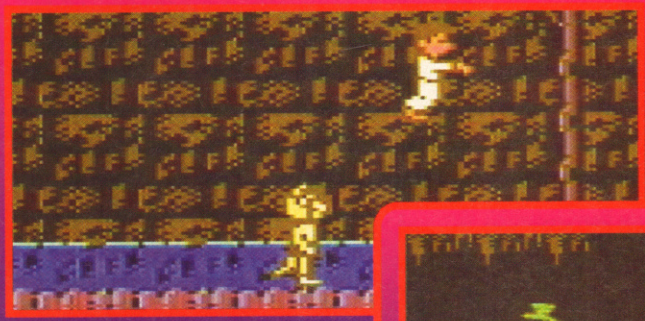
The grave yard is an old place full of rusty nails, and these can delay Ralph if he treads on one — so don't.



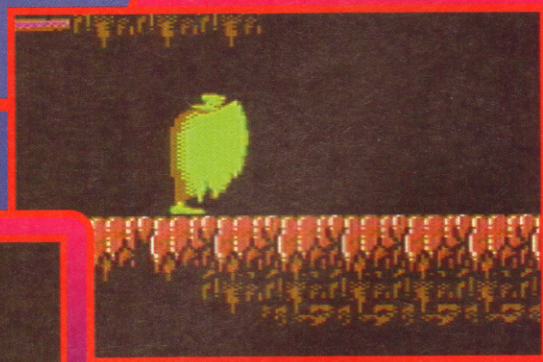


Push Lee past the falling roof.



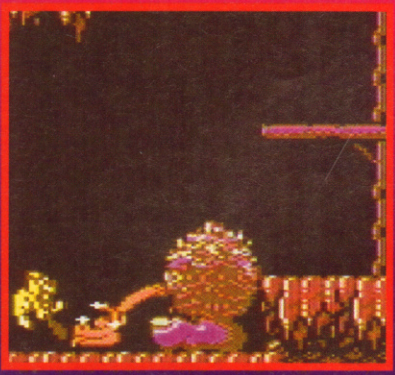


The water rises every so often, so kick Lee onto the high platforms to escape getting wet.

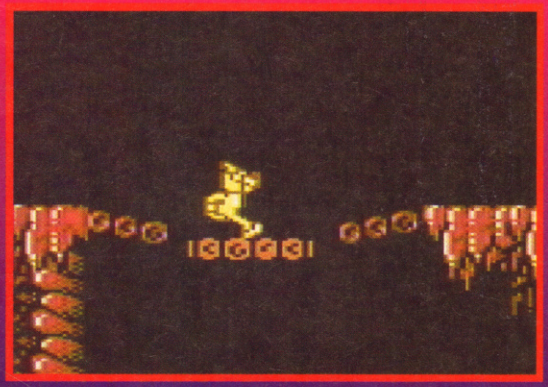


Get bitten by the vampire and Ralph transforms into a dinky bat — an ideal creature to be to reach high ledges.

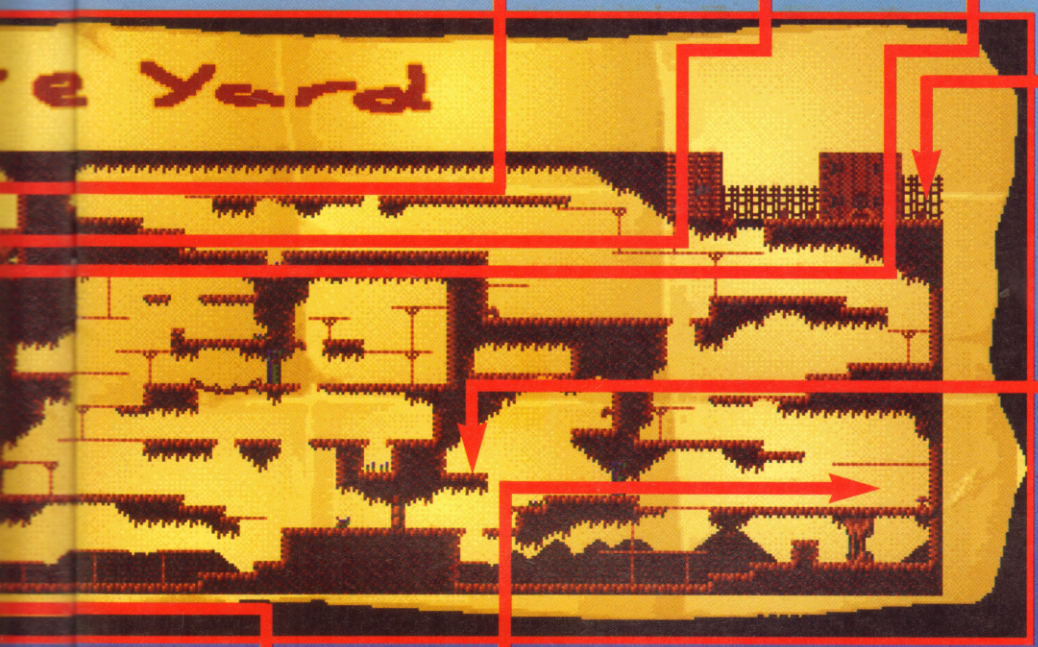
Bash the monster on the head before it gets time to spit fire.



Collect the whoopee cushion for limited invulnerability.



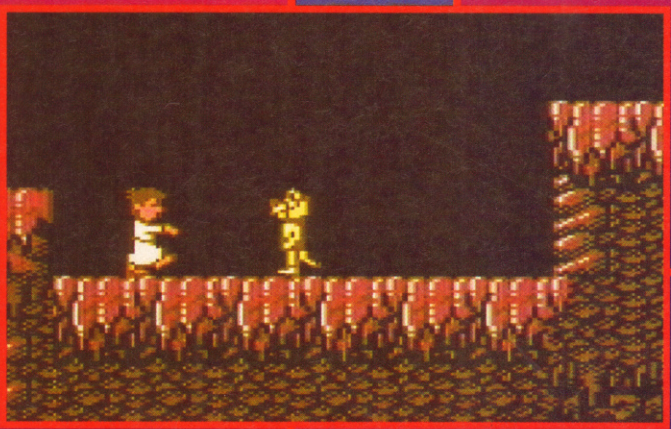
This bridge may look safe, but it collapses with the slightest bit of pressure.



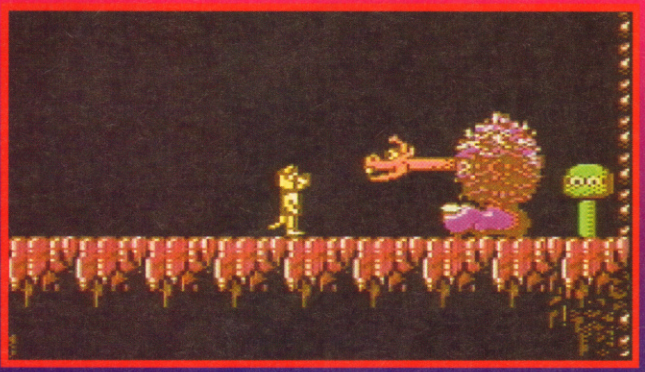
EXIT

Changing into a bat can have its advantages but should you get weary, the nosferatu can easily be got rid off.

A conveniently-placed pit makes a superb creche. Leave the boy here and check out the obstacles further on.



This monster is just as unfriendly as the last, so cave it's head in and get going.



If I receive enough requests, I'll consider busting open the last level as well. But after all that extensive mapping, I need only one thing — a good nights sleep!

TIPS CLINIC

What a lot of caring Samaritans you are. After several months of printing pitiful readers cheat requests, a steady flow of first aid has arrived in the form of pokes, listings and soothing creams.

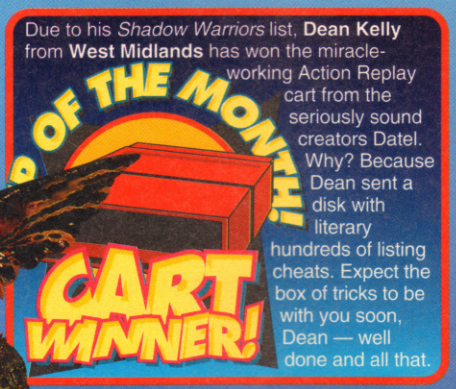
The first sufferer to get aid is **Paul Rollie**, who's paid many a trip to the clinic. Let's hope this *Shadow Warriors* list sent by **Dean Kelly** can finally heal your pains...

```
0 REM SHADOW WARRIORS CHEAT
1 FOR X=384 TO 428: READ Y: C=C+Y: POKE X,Y: NEXT
2 IF C < > 4711 THEN PRINT "DATA ERROR": END
3 POKE 157, 128: SYS 384
4 DATA 32, 86, 245, 169, 144, 141, 178, 2
5 DATA 169, 1, 141, 179, 2, 76, 167, 2
6 DATA 169, 160, 141, 41, 4, 169, 1, 141
7 DATA 42, 4, 76, 0, 4, 87, 65, 90
8 DATA 169, 234, 141, 207, 135, 169, 173, 141
9 DATA 209, 121, 76, 0, 8
```

Strange things occur at the strangest of times, and for some reason *Gremlins 2* has been taxing and tormenting all who dare play. To ease the situation, type SINATRA upon getting a high score, and lives will be availible in infinite amounts. A little extra advice is that, while on level four, don't use up all the telephones or you won't be able to trap the Electric Gremlin, okay?

In Issue Six, **John Templeman** put forward a plea for help with *Stifflip And Co.* Count yer lucky chickens, John, because a certain **Joe 'Chief' Mason** has found an answer.

Enter USE ORGAN and the computer asks for some notes. Type in 'DEFACED' and press return. You should now be playing part two.



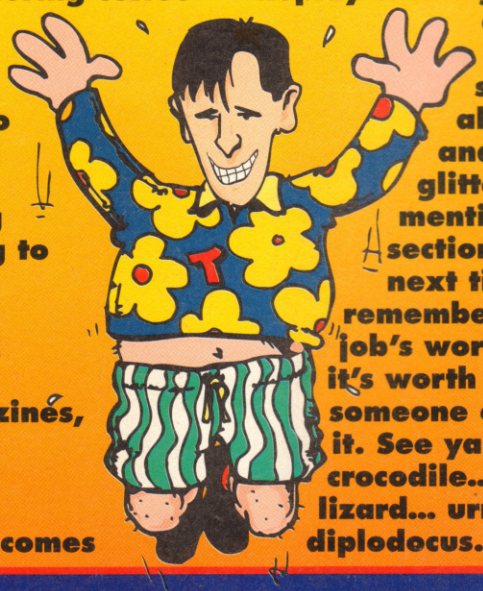
Due to his *Shadow Warriors* list, **Dean Kelly** from **West Midlands** has won the miracle-working Action Replay cart from the seriously sound creators Datel. Why? Because Dean sent a disk with literary hundreds of listing cheats. Expect the box of tricks to be with you soon, Dean — well done and all that.

HALL OF FAME

There's so much to do and so little time, and if you're one such person who just didn't get your letters in before the deadline — tough. Condolences go to the following...

Greg Stickley (Cornwall), Kevin Bryan (Lincoln), Sam Dodey (Manchester), Sean Stimson (Swindon), Steven Broadbent (Earth), Dan 'Passport' Pagett (Powys), Ryan Long (N Ireland), Pete 'Giro' Lush (West Mids), Allan 'Crash Dummy' Beckett (a hedge), Darryl Williamson (N Ireland), Ben 'Space Dog' Stirton (Salop), Sean Sherry (Ireland), Stephen 'N' Renehan (Ireland), Michael Brennan (Ireland), Darryl Marshall (Dorset), Mark 'Cress' Forwood (Salop), Jonathan Bacon (S Humberside), Darren Langran (Essex), James 'Speckled Hen' Mitchell (Shrops), Mark 'Rip-off' Wilkins (Leicester), Bjarke 'Frostie' Laustsen (Denmark).

There are more tips arriving every day than there are festering coffee cups on my desk — and that's saying something. So keep my face smiling and post anything worth posting to this address: The Tipster, COMMODORE FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. The one who comes up with the best goods will receive an Action Replay cartridge (in an attractive red colour, suitable for all seasons) and a glittering mention in this section. So until next time, remember — if a job's worth doing, it's worth paying someone else to do it. See ya later, crocodile... er... lizard... urm... diplodocus.



THE MIGHTY BRIAN!

Welcome one and all to another section of technical letters all solved via a touch of logic. It's great to see lots of readers outside of the United Kingdom writing in, so, without further ado, it's on with the first letter of the month..

A MEMORY BUFF(ER)

Dear Brian,

I've been having trouble loading the Reel Action disks on my 128D, and I thought the solution I discovered may interest other readers. I've several peripherals attached to my machine, including an RS232 modem and removing this stopped the problem.

On a separate issue, where can I get the CP/M disk on my 128? Can I get other software and books on CP/M?

J J Malinowski, Lincolnshire

● *Firstly, peripherals like the RS232 modem can interfere with the operation of software. This is particularly true with software that's been compacted to save space. When the file is decompressed to it's original length, it may use the cassette RS232 memory buffers or alter control signals to the ports. The conflicting signals (eg the modem saying it's there and the memory location saying it isn't) is what causes the problem.*

Secondly, CP/M is a language designed for business software and early PC machines. The Commodore 128 and 128D (with built-in disk drive) have a CP/M mode that allows you to run software written in CP/M. However, software is very scarce. Try contacting the Independent Commodore Products User Group. They can supply FREE PD and CP/M software for all Commodore machines. Write to:

The Membership Secretary, I.C.P.U.G, PO Box 1309, London N3 2UT

Membership is £11 for September to December 1993. Become a member and you'll receive three issues of the ICPUG Journal (over a hundred fact-filled pages a month) and access to the HUGE PD libraries.

Brian

CITIZEN 120D — LUKE DAY!

Dear Brian,

I have a problem with the *Advanced Art Studio*. I don't know how to do the configuration for a Citizen 120D+ printer.

Luke Day, Ilminster, Somerset.

● *The STUDIOCONFIG program appears first on the tape (and then saves the settings to a blank tape); the disk version can be loaded directly. Enter the following in the program, following the prompts and examples shown on-screen.*

s, 4, 8, t, 27 65 8, 480, 27 75 480, 960, 27 76 960, 0, 13, 0

That set of numbers and letters should get the printer working (select the 'Print' menu, and you also get the option of double density printing). I'm so kind, aren't I?

Brian

THE TROJAN HORSE

Dear Brian,

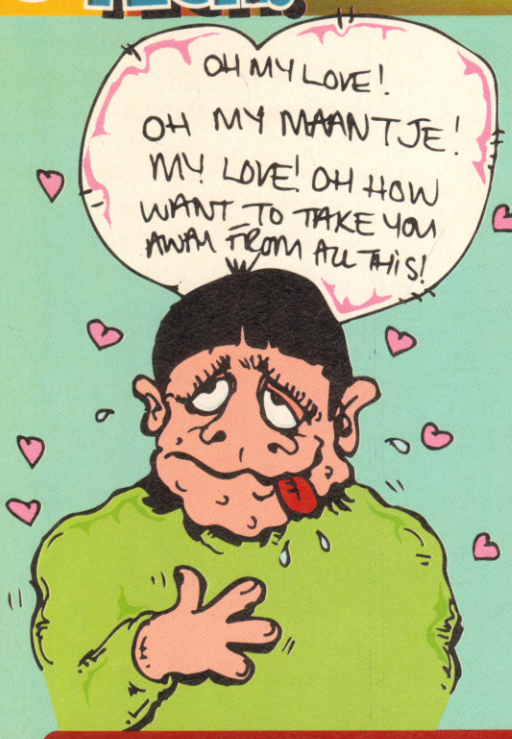
I bought a light pen from the Forcefield Plaza. I enjoy creating pictures on it but so far I've not been able to print out my work.

I have a Commodore MPS 801 Matrix printer. Is it possible for me to print a light pen picture from the TV screen with my printer?

Alexander Burnett, Edinburgh

● *If the Pen Master art package doesn't include an option to print out the picture, the Action Replay cartridge certainly will. At the press of a button you can get a printout. However it will be slow, in shades of grey/black and not in colour (you should design the picture in black on a white background).*

Brian



I LOVE YOU MAANTJE!

Dear Brian,

Here I am again with a new list of questions…

1) SYS 64738 ***(or was it 64370 — your numbers are difficult to read — Brain)*** doesn't turn my computer on and off. Why not? It turns off my Power Cartridge Toolkit. Is there an SYS that gives the same effects as turning the computer on and off?

2) POKE 53265, PEEK (53265) OR64 turns the cursor red while the letters stay the same colour as they were before. I don't want it red, I want it white. How is this done?

3) I want to make a game that jumps to a random line. There are 6 choices. What am I doing wrong?

4) My Power Cartridge has a monitor, but I couldn't enter the listing in Issue One. Where can I get a monitor/assembler?

5) You really edited my letter in Issue Five. You didn't title my letter 'I love you Maantje'. So please, a little mention wouldn't hurt.

Alexander Ensing, Munterda, The Netherlands.

● ***OK, OK, you got what you wanted (by the way, in future, suggest your own titles for your letters — it saves me a lot of time inventing them!)***

In reply to your queries:

1) SYS PEEK (65532)+256*PEEK (65533)

This should reset ANY C64 or C128. The reset vector is stored in these two locations, so it should work.

2) ***The POKE turns on extended background mode. This gives four background colours behind the character.***

To display them, use this short program

```
10 REM * EXTENDED background *
20 POKE 53265, PEEK (53265) OR 64
30 POKE 53280, 0:POKE53281,0
40 FORT=0T03
50 POKE 53281+T,T
60 FORU=0T015:RESTORE:READQ
70 POKE1024+(T*40)+U,Q+(T*64)
80 NEXTU
90 NEXTT
100 END
110 DATA 20, 8, 5, 32, 13, 9, 7, 8, 20, 25, 32, 2, 18, 9, 1,14
```

This will print the same message four times, each with a different background colour. For each of the following sets of screen codes (see the User Guide), there's a background register:

Codes	Location
0-63	53281
64-127	53282
127-191	53283
192-255	53284

3) 10 A=INT(RND (1)*6)+1
20 ON A GOSUB 100, 200, 300, 400, 500, 600

This will choose a random number A between one and six. The second line then uses A to determine where the program will jump (GOSUB, ***or you can use*** GOTO) to. ***For example,*** if A=6 it will GOSUB600.

4) ***To enter machine code like the listing in Issue Two, enter the monitor and enter an A followed by C000 (or whatever the listing says). This will put the monitor into assembly mode. You can then enter the instructions a line at a time, as the monitor will provide the address to assemble the next instruction. Press Return after each line, and twice at the end. You can now G C000 or exit to basic and type SYS 49152.***

Alternatively, Binary Zone PD have a wide range of utilities on disk including an assembler. You can write to them at: 34 Portland Road, Droitwich, Worcestershire WR9 7QW.

5) ***You want to say that I love you Maantje? Or do you want to say that you love her? The readers have a right to know…***

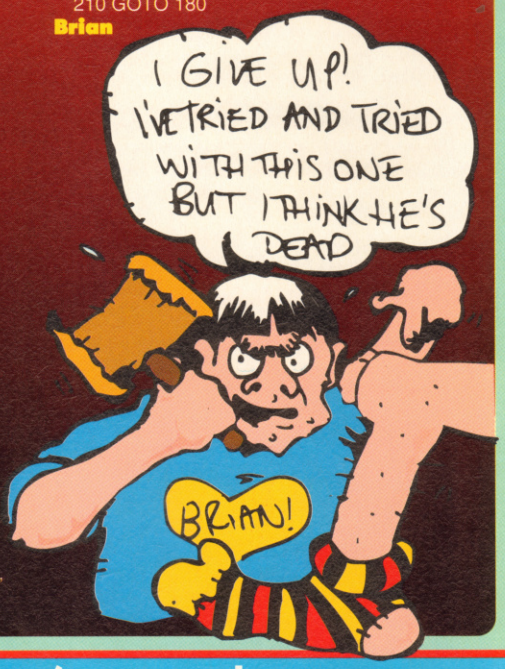
Brian

GOOD REFLEXES…

This is the first of two programs from COMMODORE FORCE reader Tony 'Penguin' Crowe in Kent. I hope you enjoy it!

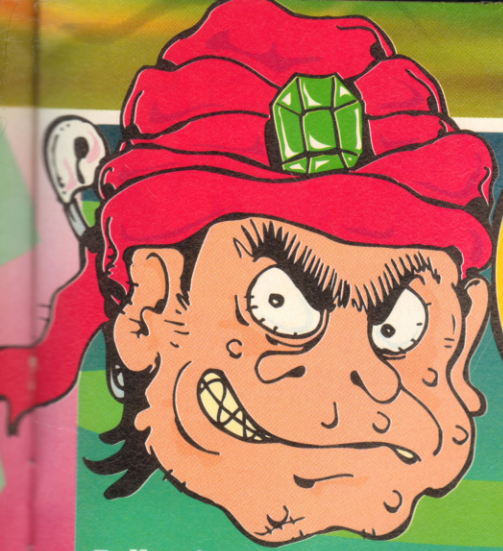
```
1 PRINTCHR$(147); "ARE YOU READY?"
2 GETZ$
3 IFZ$="Y"THEN10
4 IFZ$="N" THEN END
5 GOTO2
10 PRINTCHR$(147):POKE53280,0:POKE 53281,0:POKE646,1
20 POKE214,5:PRINT:POKE211,6
30 PRINT "TEST YOUR REFLEXES AGAINST"
40 PRINT:PRINTTAB (10);
50 PRINT "THE REACTION TESTER"
60 FORT=1T01500:NEXTT
70 A$=CHR$(INT (RND (0)*26)+65)
80 POKE214, 0:PRINT:POKE211,10
90 PRINT "FIND THIS KEY: ";
100 FORT=1TO500: NEXTT
110 PRINTA$:TI$="000000"
120 GETR$:IFRS=" " THEN120
130 IFR$4 THEN T$=MID$(T$,1,4)
150 PRINT "YOU TOOK ";T$;
160 PRINT" SECONDS"
170 PRINT:PRINTTAB (12) "ANOTHER GO?"
180 GETZ$
190 IFZS="Y" THEN 10
200 IFZ$="N" THEN END
210 GOTO 180
```

Brian



So that's the end of this column for another month. Hellos go out to: Steve 'Laser' Carter USM (I know what NTSC is!), John Kopsidas in Greece (you'll get an answer next month) and Jeremai '16-bit Processor' J Schouten (you upgrade yours, I'll leave mine as it is!). If you're not one of the people I just said hello to, write to me and enclose an SAE or International Reply Coupon to get a personal answer. Write to:

Professor Brain Strain,
COMMODORE FORCE
Impact Magazines,
Ludlow,
Shropshire
SY8 1JW



THE GAMES GURU

COME IN AND LEARN ALL ABOUT SPRITES!

LESSON 2

Following on from last month, I, Professor Brian Strain, give you more vital information on how games are made, starting with one of the most crucial features — Sprites.
This month, I'll look at the many memory locations used to control sprites, starting with changing and moving sprite 0 (the C64 can have up to eight sprites on-screen, numbered 0-7). By the way, if you've ever seen programs with more than eight on screen at a time, it's due to a clever programming trick which I'll introduce later in the series.

PLACES EVERYBODY PLEASE!

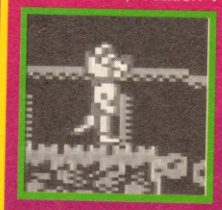
Imagine the screen is a large grid of 40 by 25 characters, each made up of eight pixels (picture elements). This gives a horizontal resolution of 320 and a vertical of 200. However, the sprite can also be placed outside the visible area and moved into view (so that it doesn't appear out of mid-air).

The problem, is that each memory location can only hold a number between 0 and 255, while the sprite's horizontal co-ordinates (or X position) can range from 0 to 347.

Vertically, the range is 0 to 255. Using these lines, you can position a sprite anywhere.

```
X=x co-ordinate: Y=y co-ordinate
IF X   256 THEN X=X-256:POKE V+16, 1
POKE V, X
POKE V+1, Y.
```

Try various values of X and Y in the program below to see the effect. If you're interested in mathematics, location V+16 is the most significant byte. It means that if the location is set, the sprite's X location is actually over 256.



PUTTING IT ALL TOGETHER

So, now you know how the various locations effect the sprite, let's create a short program to display one. You can alter the numbers in lines 50 onwards to change the location, size etc of the sprite (a simple floating hand).

```
10 RESTORE
20 V=53248
30FORT=0TO62:READQ:POKE12288+T,Q:
NEXTT
40 POKE2040,192
50 X=160: Y=128:REM "POSITIONS"
60 C=15:REM "COLOUR"
70 HS=0:VS=0: REM "SIZES"
100 IF X<256 THEN POKEV+16,1
110 IF X>256 THEN X=X-256:POKE V+16,1
120 POKEV,X
130 POKEV+1,Y
140 POKEV+39,C
150 POKEV+29,HS
160 POKEV+23,VS
170 POKEV+21,1
180 END
1000 DATA 190, 0, 0, 224, 0, 0, 112, 7
1010 DATA 128, 60, 15, 129, 30, 30, 0, 15
1020 DATA 60, 0, 7, 252, 0, 27, 248, 0
1030 DATA 31, 248, 0, 63, 252, 0, 127, 252
1040 DATA 0, 127, 248, 128, 63, 241, 192,
7
1050 DATA 227, 224, 1, 199, 192, 0, 143,
128
1060 DATA 0, 31, 0, 0, 14, 0, 0, 0
1070 DATA 0, 0, 0, 0, 0, 0, 0
```

THE POWER OF V

To save time remembering hundreds of numbers, we can use a shorthand form of each memory location. All the locations are from 53248 onwards. So, by setting the variable V=53248, we can use V and V+1 to represent the horizontal and vertical co-ordinates; much easier to remember than 53248 and 53249, isn't it?

DATA

To tell the computer where the data is, we poke location 2040. This is the SPRITE DATA POINTER, one of eight. To access one of 256 sprites available, you should use this POKE:

POKE 2040, LOCATION/64

LOCATION is the place in memory you've stored the sprite data. For this first program, use location 12288, to give POKE 2040,192

COLOUR AND SIZE

Quite simply, location V+39 controls sprite 0's colour. POKE it with values from 0-15.

To double the size of your sprite, use the following POKEs (to return to normal size, just POKE the same location with 0).

POKE V+29, 1 doubles horizontal size.
POKE V+23, 1 doubles vertical size.

Use both of the POKEs to get a sprite that appears twice as large as the original, but note that it's only the pixels that have doubled in size, not the amount of memory and detail increased.

Of course, it's no good doing all these POKEs on their own, as they'll just alter the sprite without actually displaying it! To turn on sprite 0, use the following:

POKE V+21,1
and to turn it off,
POKE V+21,0

Next month, we look at getting more than one sprite on screen at once, and introduce an important concept — THE INTERRUPT. By the way, I haven't had any letters from you lot about this column, so write in and tell me what you want covered.
Write to:
The Games Guru,
COMMODORE FORCE,
Impact Magazines,
Ludlow,
Shropshire SY8 1JW

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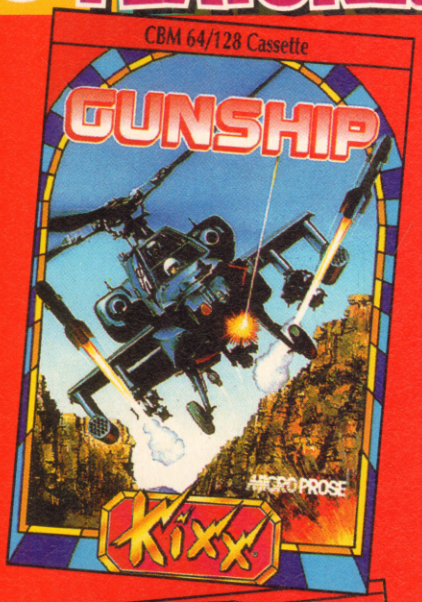
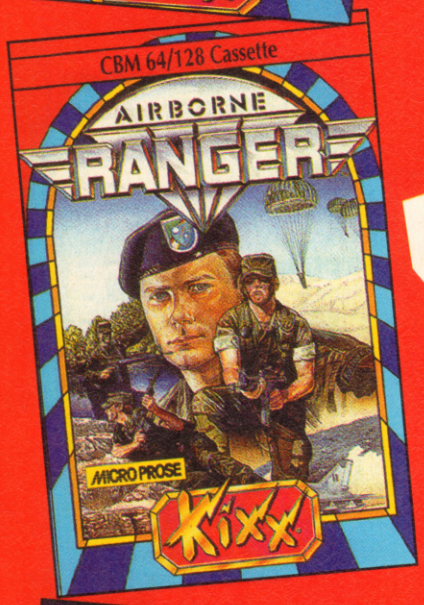




THE BARG
LIFETI

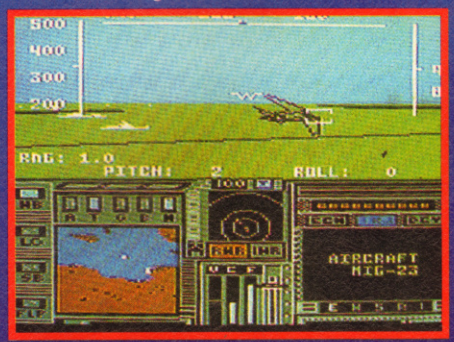
Missed a recent game during its rounds on the full-price market? Count yourselves lucky, because there's a good chance the very game in question is having a whale of a time on a budget label. One company responsible for bringing the fruits of full-price software onto the bargain shelves (and ultimately, your homes) are Kixx. Have you heard about the Microprose games they publish, including the ones under their glossy new Kixx XL label? Perhaps you ought to read on and learn...

Every day at COMMODORE FORCE we receive a cornucopia of letters. More often than not, they're from readers who, understandably, are annoyed at the steady decline of new, full-price titles. However, in their state of frustration they're prone to forget the immense amount of software that's available at a budget price. Why pay a tenner or more for a sub-standard new release, when many superb classics can be bought for half the amount? It sounds like a stupid question, but it makes sense to check out the budget scene as — undoubtedly — there are probably hundreds of games you've never even heard of and yet are fantastic all the same. One company that have been major contributors to the budget cause are Kixx, who have teamed up with countless top software companies to bring exciting games to the shop shelves at unmissable prices.

One close ally that Kixx have worked together with are Microprose. Renowned for there superlative simulation and strategy games, Microprose have released a cascade of impressive titles to date, all of which can now be sampled thanks to Kixx.

Hey! Read all about me on page 12 this month — I'm the Rave Review, you know.

One such remarkable game (and it set the simulation standards in its heyday) is *Gunship*, a revolutionary 3D sim where you take command of an AH-64A Apache helicopter through five war-stricken areas of the world. Featuring an alarming array of cockpit dials and gauges, deemed impossible to cram into the '64's memory, *Gunship*'s interactive possibilities surpass umpteen amounts of games that dare label themselves as flight simulations.



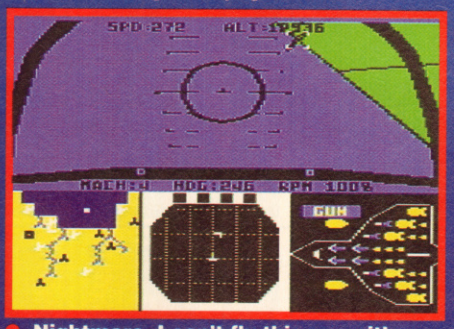
'So where's the review?' we hear you cry. Errm, tune in next month, folks!

GAIN OF A ME...

Project Stealth Fighter is also a remarkable aerial jaunt. When it first appeared, it received an amazing 96% from the team of ZZAP! 64. That's not a mark to be taken lightly, and if reviewed today it's more than likely the same acclaim would be given — it's still faultless in this day and age. Just picture the scene — yourself in possession of *Gunship* and *Stealth Fighter*. Yearn to be the person who lives the reality? Then hunt them down!

See that plane? I can't fly it. I've tried and tried, but it keeps on crashing. Bah.

Continuing across the skies of success are three more Microprose flight sims; *Solo Flight* — 1930s mail delivery via light aircraft, *F-15 Strike Eagle* — dog-fighting supersonic style and *Acrojet* — stomach churning stunt flying.



Nightmare. I can't fly this one either. Lookout below, I'm comin' doowwn...

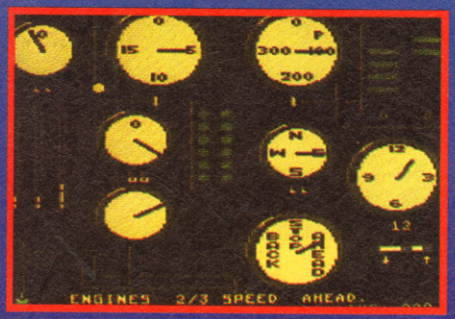
Not only are they the kings of the sky, but Microprose have turned their attentions to games of a completely different nature, *Microprose Soccer*

Hi to everyone at Sensible Software — you'regonna loose badly guys. So there.

being one of their most successful releases to date. Created by veteran programmers Sensible Software, *Microprose Soccer* still stands as being *the* game for terrace-based fans. 'The best overhead footy sim we've seen' was one particular quote from the frequently-mentioned ZZAP! 64 team, and thanks to Kixx, you can now pick it up for next to nothing.

Silence is golden

Of course, an old dog always likes his old tricks (I think) and the strategy elements are reintroduced in *Silent Service*, a submarine simulation with a distinct authenticity that both deep-sea buffs and adventurous landlubbers will enjoy. Set in World War 2, the basis of *Silent Service* is to hunt down and destroy Japanese vessels patrolling the South Pacific. Realism is an essential component if a simulation is to handle as life-like as possible;



As the last caption was about Soccer, am I allowed to make a sub gag? Darn.

PLAY NOT PAY! TOP GAM

GUNSHIP	C64 SPC CPC	
HUNTERS MOON™	C64	
PITSTOP II™	C64	
TIGER ROAD™	C64 SPC CPC	
SWIV	C64 SPC CPC ST AG	
ARMALYTE™	C64	
DELTA	C	
CRACKDOWN™	C64 SPC CPC ST AG	
GHOULS 'N' GHOSTS™	C64 SPC CPC ST AG	
RICK DANGEROUS	C64 SPC CPC ST AG PC#	
MULTIMIXX 1	C64 SPC CPC	
MULTIMIXX 2	C64 SPC CPC	
TURRICAN™	C S C A	
SILENT SERVICE	C64 SPC CPC	
3D POOL	C64 SPC CPC ST AG PC3	
SUMMER CAMP	C64	
MULTIMIXX 3	C64 SPC CPC	
MULTIMIXX 4	C64 SPC CPC	
MULTIMIXX 5	C S C	
TUSKER™	C64 SPC CPC ST AG	
ACTION FIGHTER™	C64 SPC CPC ST AG PC#	
ROAD BLASTERS™	ST AG	
BLASTEROIDS	C64 SPC CPC ST AG PC	
GARY LINEKER'S SUPER STAR SOCCER™	C64 SPC CPC	
CHAMPIONSHIP WRESTL	C	
OUT RUN™	C64 SPC CPC ST AG PC	
TECHNOCOP™	C64 SPC CPC	
QUE-DEX	C64	
TURRICAN II™	C64 SPC CPC ST AG	
HAWKEYE™	C64	
BARBARIAN II	C S C A	
CARRIER COMMAND	ST AG PC	
CREATURES	C64	
MOONWALKER™	C64 SPC CPC ST AG PC	
VIGILANTE™	C64 SPC CPC ST AG	
MYTH	C64 SPC CPC	
IMPOSSIBLE MISSION	C S C A	
STRIDER II™	C64 SPC CPC ST AG	
SWITCHBLADE™	ST AG	
GAUNTLET™ II	ST AG	
STAR GLIDER 2™	ST AG PC3	
FLIMBO'S QUEST	C64 CPC ST AG	
ITALY 1990		
CALIFORNIA GAMES 2™	ST AG PC3	
WORLD CLASS LEADERBOARD™	ST AG PC	
JOHN LOWE'S ULTIMATE DARTS™	ST AG	
LAST NINJA 3	C64 ST AG	
MICROPROSE SOCCER	C64 SPC CPC ST AG PC#	
SAVAGE		
1943™	ST AG	
SKIDZ™	ST AG	
PANZA KICK BOXING	ST AG PC	
DRAGONS OF FLAME™	C64 SPC CPC ST AG PC#	
SUPER MONACO G.		

AVAILABLE FROM ALL LEADING STOCKISTS. SHOULD YOU HAVE ANY DIFFICULTY OBTAINING ANY TITLE PLEASE CONTACT KIXX ON 021 625 3311

ALL TRADEMARKS ARE ACKNOWLEDGED AS THE PROPERTY OF THEIR RESPECTIVE OWNERS

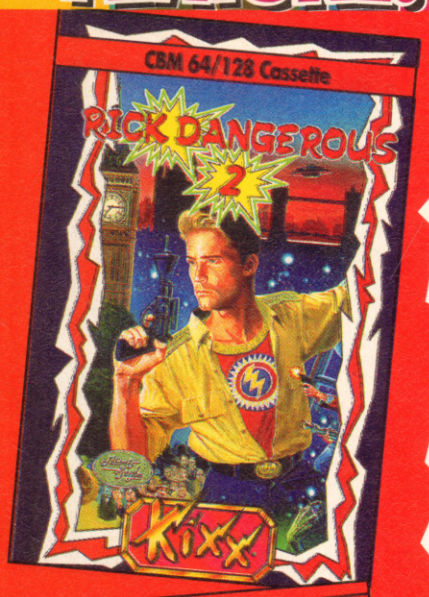
GAMES AT SOUND PRICES.

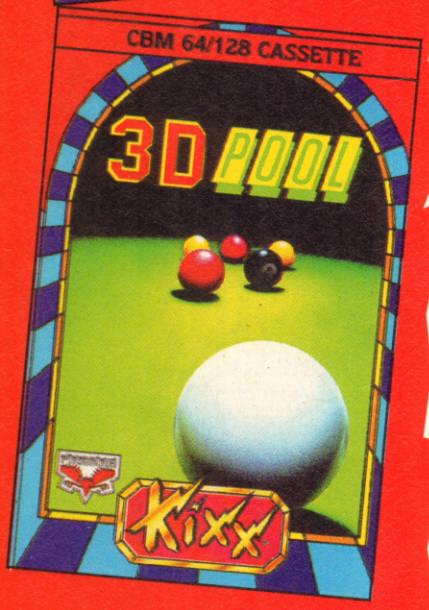
MERCS™	C64, SPC, CPC, ST, AG
DELTA	C64
STRIDER™	C64, SPC, CPC, ST, AG
SOLO FLIGHT	C64
INDIANA JONES™ And The Last Crusade	C64, SPC, CPC, ST, AG, PC
RODLAND	C64, SPC, CPC, ST, AG
FINAL FIGHT™	C64, SPC, CPC, ST, AG
TURRICAN™	C64, SPC, CPC, ST, AG
AIRBORNE RANGER™	C64, SPC, CPC
THUNDER BLADE™	C64, SPC, CPC, ST, AG, PC
BARBARIAN	C64, SPC, CPC, ST, AG, PC
SHADOW DANCER™	C64, SPC, CPC, ST, AG
CALIFORNIA GAMES™	C64, SPC, CPC, ST, AG, PC
MULTIMIXX 5	C64, SPC, CPC
LAST DUEL™	C64, SPC, CPC
STUNT CAR RACER	C64, SPC, CPC, ST, AG, PC
ACRO JET	C64, SPC, CPC
ROBOCOD	C64, ST
SUPER SCRAMBLE SIMULATOR™	C64, SPC, CPC, ST, AG
CHAMPIONSHIP WRESTLING™	C64
L.E.D. STORM™	C64, SPC, CPC, ST, AG
HEROES OF THE LANCE™	C64, SPC, CPC, ST, AG, PC
F15 STRIKE EAGLE	C64, SPC, CPC
OUT RUN EUROPA™	C64, SPC, CPC, ST, AG
X-OUT™	C64, SPC, CPC, ST, AG
BARBARIAN II	C64, SPC, CPC, ST, AG
GARY LINEKER'S HOT SHOT™	C64, SPC, CPC, ST, AG
FORGOTTEN WORLDS™	C64, SPC, CPC, ST, AG
GO FOR GOLD	C64, SPC, CPC, ST, AG, PC
VENDETTA	C64, SPC, CPC
RICK DANGEROUS 2	C64, SPC, CPC, ST, AG, PC3
IMPOSSIBLE MISSION II™	C64, SPC, CPC, ST, AG
TURBO OUTRUN™	C64, SPC, CPC, ST, AG
ST DRAGON	C64, SPC, CPC, ST, AG
THE GAMES™ WINTER EDITION	C64, SPC, CPC
THE LINEKER COLLECTION	C64, SPC, CPC, ST, AG
INTERNATIONAL SOCCER CHALLENGE	ST, AG, PC3
ITALY 1990	C64, SPC, CPC, ST, AG, PC
AXEL'S MAGIC HAMMER™	ST, AG
DRILLER™	ST, AG, PC
MURDER	ST, AG, PC3
PINBALL MAGIC	ST, AG, PC3
RVF HONDA	ST, AG
SAVAGE	ST, AG, PC3
BIONIC COMMANDO™	ST, AG, PC
Z-OUT™	ST, AG
NINJA REMIX	ST, AG
TOTAL ECLIPSE	ST, AG, PC3
FIRE & BRIMSTONE	ST, AG
SUPER MONACO G.P.	C64, SPC, CPC, ST, AG
STREET FIGHTER™	C64, SPC, CPC, ST, AG, PC3
CONQUEROR	ST, AG, PC
ORIENTAL GAMES	ST, AG

FORMAT KEY

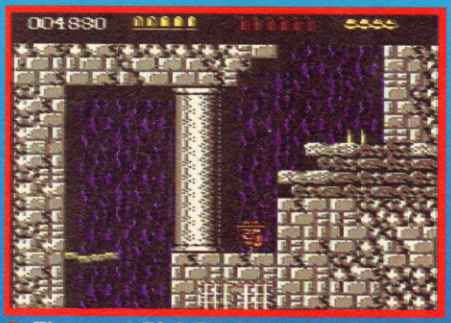
C64	CBM 64/128 cassette	ST	ATARI ST
SPC	SPECTRUM 48/128K, +2 cassette	AG	AMIGA
CPC	AMSTRAD CPC cassette	PC	IBM PC & COMPATIBLES

# DENOTES - SUPPLIED AS DUAL MEDIA PACK 5.25" & 3.5" COMBINED, ALL OTHER TITLES SUPPLIED SEPARATELY.





Silent Service has all the modifications of the sub it emulates, coupled with the tense drama of the period setting. With the extensive range of options and nautical manoeuvres to experiment on, this ranks as one of finest simulations to grace the Kixx range.



The great Rick D. observes a fine example of neo-veusian pillar-building.

When you think of action heroes, there are many that spring to mind. Just walk past a newsagents or video rental store to see courageous legends of past and present in all their glory. Computer games have also spawned champions — many idols of today are characters from best-selling software. The '64 has many bastions to raise aloft the 8-bit flag, and there's no one tougher than Rick Dangerous, who appears in two games on the Kixx label.

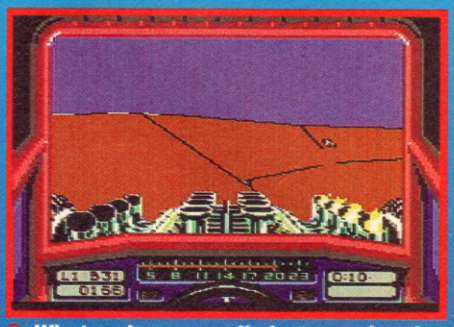
His first outing, simple entitled *Rick Dangerous*, is arguably one of the best platform/shoot-'em-ups around. Rick's unquenchable thirst for adventure leads him into a barrage of deadly situations — dilapidated caverns, hostile native warriors and devious traps and puzzles.

Rick's antics continue in the aptly-named *Rick Dangerous 2*. Featuring even more ferocious pitfalls to outwit, *RD2* is proving to be a huge success on budget; just look at Issue Eight's Rave Review — 92%! Unaware that Rick even existed? Then get hold of a copy pronto and see what the fuss is all about. If you still hunger for more adventure, there's *Airborne Ranger*, which combines shoot-'em-up action with mind-blowing strategy and offers an impressive twelve missions.

Heroic antics ahoy — it's Rick again! Go on Rick — give 'em one from us...

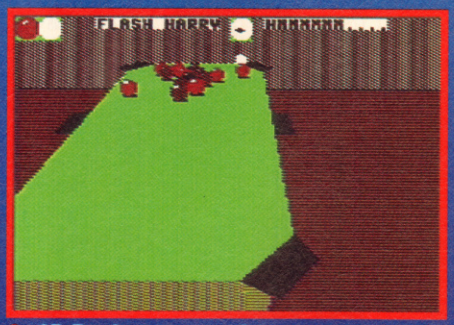
Kixx cater for everyone, and those who fancy a bit of hair-raising racing aren't left out, because *Stunt Car Racer* offers a lot for driving enthusiasts — and more! The object is simple — at least, in theory — as you have to drive around eight dangerous stunt tracks and progress through a league of four divisions. Each track is realistically portrayed in stunning 3D, and plays like a fantastic roller coaster ride. Gargantuan gaps, immense ramps and, believe it or not, some seriously scary stepping stones stand in your way (or should that be car?) of victory. The problems are increased by an opposing computer-controlled car.

Stunt Car Racer qualifies not only as the best (and fastest) racer, but it's one that takes the '64 beyond the boundaries imposed by Commodore sceptics. For sheer thrills and spills, this is unrivalled by anything else — it'll definitely keep you on the edge of your (bucket) seat.



What a phenomenally large engine. I hope these people use unleaded.

3D Pool is another Kixx game set for the elusive title of 'classic'. The play area itself is stunning with the pool table twisting and turning at your every command — a programming accomplishment and a pretty hot title too. Gone are the days of pool games in pubs when you'd unknowingly jab someone in the eye whilst trying to get a tricky shot — *3D Pool* contains all the authenticity while adding extra elements, and all without upsetting some burly-looking biker...



***3D Pool* — a game that manages to involve a load of balls, without being...**

So there you have it — a collection of superb games wrapped up by Kixx and available at some of the best prices around. Of course, if you're having trouble hunting a particular title down (although every one is worth getting) why not try your hand at winning them! After all, if you want your Kixx, you gotta be prepared to do anything...

FREE KIXX

FREEBIE FORCE

After reading our exclusive Kixx feature, you'll no doubt like to get ya mitts on every game included. Well our advice is to get down to your local C64 software emporium with a pocket-full of dosh and buy 'em! Or better still, grab the blighters for free by entering this, the latest unbelievable COMMODORE FORCE giveaway.

In next to no time you could be heading into battle aboard your very own Apache gunship, flying a top secret Stealth Fighter or screaming around rollercoaster courses in a stunt car.

One lucky reader will be laughing all the way to the Leeds with enough software to make Arfur Daily an honest man. That's a full twelve games, complete, and in their entirety.

Unfortunately, there can be only one winner, but fear not. Nobody leaves empty handed (apart from the losers!). Ten runners-up will receive three games of their own choosing from those featured. Just remember to say which on your entry.

LITERALLY LOADS OF KIXX SOFTWARE UP FOR GRABS! COULD YOU BE A WINNER?

Now touch your toes and tell us *that* ain't a ruddy good deal.

So, onto the most important bit — how to win. It couldn't be simpler! Just match up the vehicles/items below with the Kixx game they feature in:

1 A FOOTBALL

2 A STUNT CAR

3 A STEALTH FIGHTER

4 A HELICOPTER

Entries to be sent on a postcard or the back of a sealed envelope to:

I need a Kixx start, COMMODORE FORCE, Impact Magazines Ltd, Ludlow, SY8 1JW.

■ The editor's decision is final, all further correspondence will be ceremonially flushed down the FORCE toilet with all due honours.

CHALLENGE THE FORCE

There's only one *Microprose Soccer*, one *Microprose Soccer*...

You'd better believe it. What with the embarrassment that is our national team, the COMMODORE FORCE lads vent their footy frustrations in one of two ways. A favourite pastime of ours is to wander upstairs into the SEGA FORCE office to kick a few Mega Drives around (highly satisfying). The other way is to play the aforementioned timeless wonder, *Microprose Soccer* — widely accepted as the best footy sim to grace the C64.

We at COMMODORE FORCE are shameless masters of the game that pioneers the famous banana shot. But hey, we're all bananas around here (except James — he's more of a pomegranate).

Anyway, just to prove we're not all talk and no action, we've decided to put our money where our metaphoric mouths are.

Two readers (that's you lot) will have the esteemed honour of an expense- paid trip to Ludlow where the lucky fellow(ettes) will get to challenge the FORCEers, some Kixx bigwigs, and a couple of chaps from the holy house of Sensible Software who made it all possible (by programming the game in the first place). When the half-time whistle blows we'll provide lunch and refreshments.

To stand a chance of visiting the FORCE club, all you have to do is write in and tell us exactly why we should pick you. Remember — you'll be up against professional gamesters. I mean, we're talking premier league material here! If you turn out to be a right pigs bladder on the day you'll be the laughing stock of the entire nation, so make sure you're up to it.

Not only will you get to meet the gang *and* receive a guided tour of the hallowed offices, you'll also gain instant stardom.

The day's events will be covered in a future issue with loads of photos, to show how badly you were defeated (you couldn't possibly win, could you?) which means your face will appear on shop shelves world-wide.

To be in with a chance of glory, send your entries to the address below, but be sure to get 'em in by 10 August at the latest.

CHALLENGE THE FORCE

I SHOULD BE IN THE MICROPROSE SOCCER CHALLENGE BECAUSE.....

.....

.....

Post your witty entries to:
Soccer It To Me Comp,
COMMODORE FORCE,
Impact Magazines,
Ludlow, Shropshire SY8 1JW.

Name .....

Address.....

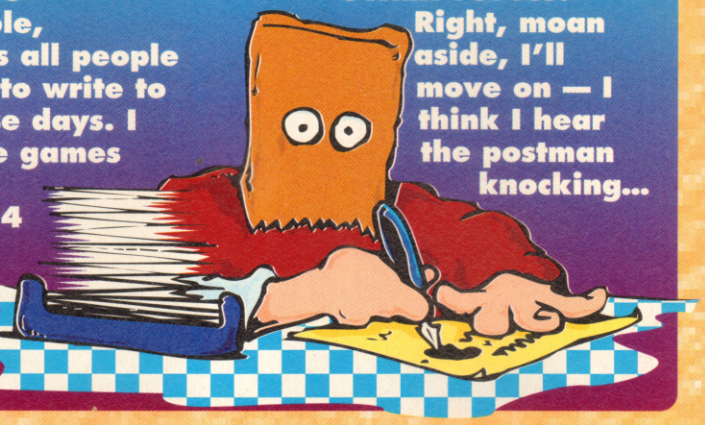
.....

.....**Postcode**.....

OLIVER
FREY

MANGRAM'S MAIL BAG

You lot again, eh? What a blinking month this has been, I ask you — console, console, console! That's all people seem to want to write to me about these days. I KNOW console games cost ten times as much as C64 software, and so does everybody else. Let's have some interesting opinions and insights on OTHER TOPICS. Right, moan aside, I'll move on — I think I hear the postman knocking...



UNDER THE WEATHER

Dear COMMODORE FORCE,

Since buying my C64 about a year ago, I've found it very difficult to buy software and accessories here down under.

After purchasing my first copy of your mag and was amazed to see what's available over in Britain.

I would like to know how I go about ordering material, disks or tapes. Can I order through your magazine?

I was interested in getting a copy a *Nick Faldo's Championship Golf* but I'm not sure how to go about it.

Also, approximately how long would delivery take and what are the P & P charges?

I'd like to subscribe to your magazine. Do I need to use the form provided in the mag or can I just send a cheque?

Peter Saliba, Ingle Farm, S. Australia

● *I'm sorry to hear you're having such a hard time getting '64 stuff. Fortunately, your luck's in. COMMODORE FORCE just happens to be offering the chance to obtain some of the best C64 titles at staggering knock-down prices. Turn to page 56 for the gen. If you still can't find what you want, there's always the Plaza. Details of postage costs are on the coupons.*

If you don't want to chop up the mag, just photocopy the subscription coupon and fill it in as normal.

There — the FORCE satisfies another needy soul.

LM

BAD AD

Dear COMMODORE FORCE,

I'm surprised to see in Issue Seven that you're still advertising MJC Computer Supplies, as I found out they're no longer trading as of the beginning of May.

My son and I have lost money ordering computer software that hasn't been supplied. We ordered *Street Fighter 2* in April and didn't receive it.

We did, however, receive an invoice from them to say the goods would be sent in 10-14 days. When they still didn't arrive, I rang them and got an answering machine stating they were no longer in business.

I'm not blaming you in any way, but I was very surprised to still see their advertisement in this month's magazine. Surely you should vet your prospective advertisers more carefully to make sure they are legit. I'm sure more people will order from this month's magazine and receive nothing. Surely you have some responsibility to your readers to give them the best in all aspects of the magazine.

M Livingstone, Croydon, Surrey

● *Certainly, we have a responsibility to our readership and we always vet material before it appears in the magazine. What you must remember, however, is that the magazine is written and designed quite some time before it actually makes it onto the shop shelves. Therefore it's more than likely MJC were still in business when the ad was booked, but by the time they went under, it would have been too late to alter the mag.*

To avoid disapointment, it's always wise to check with the company you're ordering from first. That way you can make sure they've the item you want in stock and, during this day and age, that they're still trading.

LM

ELUDED BY ELVIRA

Dear Lloyd,

Just as the Peugeot Lion is going from strength to strength, so is COMMODORE FORCE.

I've written to you about three matters which concern myself and, I'm sure, other readers. I'll start on a light-hearted note about your Forcefield Plaza. I'm a devoted fan of footy management games, from the ancient *Kenny Dalglish Football Manager* on the Speccy and '64, to the mighty *Premier Manager* on the Amiga. After starting off with *Kenny*'s and then getting *Football Manager* with your mag, I was intending to send away to Forcefield Plaza for more. I eagerly flicked through the pages until I came across a problem. The objects of bewilderment were the codes and the order forms. There's a code for everything, so what I want to know is do you need a code for each game you want and do you use the order form supplied?

My second point is about game formats (i.e cassette, disk and cartridge). I was reading through my copy of ZZAP! when I came across a review of the adventure of adventures. This totally awesome and stunning game was, of course, the superb *Elvira 2*, earning 98% for graphics and 94% overall. Already I had ideas of owning this game. I would make it it's own cabinet lined with velvet and with a golden plaque adorning the front. I was racing through the clouds only to be brought back down via a particularly gruesome crash-landing. I couldn't believe what I'd just read. I rubbed my eyes and looked again but sure enough, there were the condemning words — disk only! My heart broke with a dull crack. I was, as the saying goes, up the creek without a disk drive. You can't imagine my disappointment. Then my feelings turned to anger. What had happened to a cartridge version — was I missing something here? Alas, no. Fate had run it's course and the game and cabinet were never to be seen. My point is that software houses should wise up and start supporting cartridges more, as they're clearly the best!

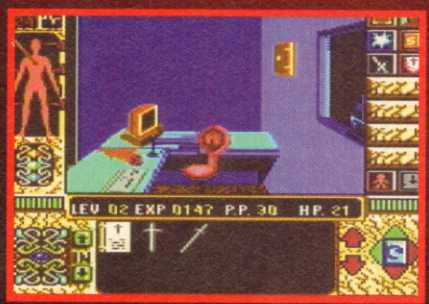
I was also wondering if it's easy to program footy manager games, and if so, could they be done in BASIC if you left out the animations? After all, there are hardly any graphics involved — it's mostly adding and subtracting large amounts of money!

Chris Patton, Co Down, N Ireland.

● ***It's a shame, but the C64 cartridge market has simply never been exploited in the way it should be. Okay, so only the big software producers have the facilities to produce games on cart — even so, it looks like a missed opportunity to me. That's just life, I suppose.***

Oh, by the way — I've played **Elvira 2** ***and believe me, it'd be more trouble than you could possibly imagine on tape. The lengthy accessing during play is annoying even on disk. Perhaps you should consider investing in a disk drive...?***

LM



CHRISTMAS NUMBER ONE

Dear Lloyd,

People say the C64 is losing it's popularity. That's worse than the telephone scandal that hit some well-known Royal Family recently. I know for a fact the C64 is as good as ever. Why do I say that? Well I'll tell ya!

My local stockist told me the C64 *Terminator 2* pack was their biggest-selling product at Christmas. Not only that, but another shop told me the same pack was *their* biggest seller. Also, they've a wider selection of games for the '64 (around 500+). Both shops do repairs (not that any need doing, unless you've an accident with your beloved '64). So I think the writing is on the wall — the '64 is better than the Segas and Nintendos.

Right then — now for some questions:

1) Have you heard of *Music Maker*? I heard it's on the *Terminator 2* cartridge, but it's as hard to get hold of as it's having your letters printed in COMMODORE FORCE!

Music Maker ***is on the*** **T2** ***cart, but there are better programs available from Public Domain. Give Binary Zone PD a ring on 0905 779274.***

2) If I wanted to buy something from the Forcefield Plaza, would I send you an Irish postal order and what charge would there be for postage & packing?

Give Database Direct (our trusty Mail Order company) a ring, and they'll be more than pleased to answer your enquiry. You can reach them on 051 357 2961 during usual office hours.

3) Does the Turbo Datacorder load games quicker than a standard datasette?

No, it's not faster — just a bit more reliable.

4) Why doesn't somebody do a good shoot-'em-up game like level three on Turrican 2 — it's the best I've ever seen.

The stunning SWIV is probably the best shoot-'em-up available for the C64. You won't be disappointed.

5) Is there a Commodore club here in Ireland? What's the address?

If anyone knows of such a club, write in and we'll spread the word.

6) Where's 'Shrophire'? (Look at the address for the mail bag in Issue Seven).

Alright clever clogs, one little mistake!

7) Is there a Mail Order company in Ireland that sells C64 games?

Try the Forcefield Plaza on P64.

8) Do you like President Mary Robinson? The Queen does!

I've never met her.

9) Do you play the keyboard? I do, I like music!

I enjoy a tinkle on the old ivories now and again.

Questions 6, 8 and 9 are silly because I know where Shropshire is, everyone likes Mary Robinson (I think) and if you can play a keyboard, I'm better than you, I know I am, I'm sure I am.

I've only been buying COMMODORE FORCE since Issue Five, so I thought you might like a few of my first-time buyer comments:

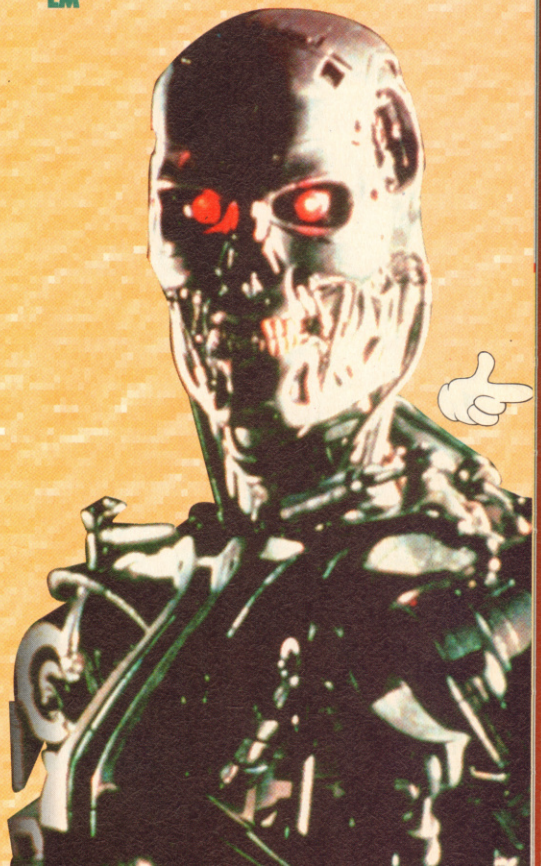
It's great, snazzy, informative, colourful, enjoyable, fab, Reel Tapes, it beats Format's effort and it's a down right good read as we say in Co Wexford.

Up ya boyo's

Steven Boyd, Enniscorthy, Co Wexford.

● ***What a rambling letter. I feel quite exhausted after reading it. C64 number one — did you ever doubt it? I suppose it goes to show there's a few good times in the old codger yet.***

LM



A QUESTION OF SPORT

Dear COMMODORE FORCE,

I'd like some information please on sports games. You seem to do a lot of previews on shoot-'em-ups and platform games but I've not seen any on sports games — maybe I missed them?

Well, getting to the point, I'd like to know what's the best football game for the C64. Oh, and the same for ice hockey, American Football and Cricket.

Why are the graphics generally so bad on the C64? Surely they can do better?

Football Manager is excellent, but it's not a simulation game — it's more a board game. I'm looking for an extremely good simulation that'll stand the test of time.

Hope there are some sports buffs in your office.

Mr M Livingstone, Croydon, Surrey

● ***If it's a footy game you want, you can't go far wrong with* Microprose Soccer *or* Emlyn Hughes International Soccer. *The latter actually caused a storm of protest from fans when a certain FORCE reviewer gave a less-than-outstanding review.***

American Football-wise, your best bet is probably* Cyberball. *Admittedly, it's a futuristic version of the sport and it's hardly outstanding, but there isn't much else to speak of. As for ice hockey and cricket — I'm not aware of any sims worth the tape they're recorded on — oh well...

To see some excellent graphics, check out* Flimbo's Quest, Outrun Europa *or* First Samurai *— all stunning examples of what the C64's capable of. Unfortunately, not all programmers are prepared (or able) to put in the effort.

LM

DEATH TO BILL AND TED

Yo Lloyd,

Bill here. Yep, it's me, the same Bill in 'Excellent Adventure' and 'Bogus Journey'. Look, it's plain and simple; you have the best mag in all the universe. You've got all the hottest games (*Dark Fusion* was the best covertape game ever), and just to top it off you gave us *Spindizzy* — amazing, dude!

Anyway, I read Steve's editorial last ish about the brilliant competition. I'm not complaining about the tiny price rise of course, but I'll do the compo anyway.

As you know, I can travel back in time, so I'd hop into my phone box and zoom back to the 1300's. Back then, four pence was worth piles of money, so I'd buy a Porsche (if they were invented) and party like crazy, man.

So, Lloyd, what do you think?

Not a bad idea, eh? If I travel to the 1300's soon I'll get you an ancient copy of the brill COMMODORE FORCE if you like.

Oh yeah — keep up the good work and tell Steve to give you all a pay rise.

Colm 'Bill' Casserly

● ***Er, party on dude an' all that, oh never mind. You're right about the covertapes though, and believe me, they're getting better.***

As for the other bit — your idea is, well, awful. I'm afraid you totally don't win anything. With that I'm going to end my reply, before the sad Bill 'n' Tedisms get out of control.

L 'excellent' M

IN THE PICTURE

Dear Lloyd,

I used to own a Spectrum (I know, crazy isn't it?) until it broke down three times. Anyway, I still miss some of the games, which is why I'm writing. Please, please, could you tell me where I could find *Colony* and *Back to Skool* for the C64 as I've been looking for them for years. I've tried car boot sales, but with no luck.

Still, I think this mag is the best.

My mum says that if you put any more dirty pictures in I won't be able to buy this brill mag again — so there.

Jeff Andrews, Chesterfield, Derbyshire

● ***If you're having trouble getting hold of software, try the Computer Cavern on 0628 891 101 or our very own Forcefield Plaza (hasn't there already been a plug for that? — Ed).***

As for the 'pictures' — alright, we promise not to do it again. Just remember this — the levels of nudity in COMMODORE FORCE are nowhere near the extent of certain magazines to be found on newsagent's top shelves. With all this talk about us being too risqué, it's no wonder the shop keeper gives me funny looks when I go and buy my FORCE copy. Still, I am usually wearing a paper bag over my head.

LM

CHEETAH CHEATER

Dear Lloyd,

My sister has a C64 and I bought a light phaser for it. The light phaser is a Cheetah Defender '64 and it came with a 'Light Fantastic' upgrade pack from Commodore. Anyway, the games which came with it are a bit pathetic to say the least, but I still enjoy playing them. Please would you send me a list of other games that'll work.

Elinor Young, Clwyd, N. Wales

● ***I'm sorry to say the Cheetah light-gun never really took off. In fact — as far as I know — there aren't any compatible releases available, other than those in the actual pack. Sorry!***

LM

THE FINAL COUNTDOWN

Dear Sir,

I was wondering if someone in your office could help me with this small problem.

I own a Commodore and was recently given a cartridge, but with no instructions.

It's labelled 'The Final Cartridge' from H & B Holland with a telephone number from which I can get no reply.

The cart has an on/off switch and two buttons marked freeze and reset. I've tried using the cartridge but keep getting two menus on screen (freeze and reset). What's it's function and is it worth keeping?

If so, how can I obtain some instructions.

K. Lewis, Bellingham, London

● ***What you've stumbled upon is a reset cartridge. It allows you, upon loading a game, to reset the C64 (via the button) and type in a poke (a cheat for infinite lives, time etc.). This is then followed by a code (an SYS number) to restart the game with the cheat running. I've absolutely no idea about your particular cartridge and due to legal reasons, we're unable to send you a copy of the instructions. Anyway, we can't — we haven't got any!***

LM

SUBLIMINAL SUGGESTION

Dear Lloyd,

For several months I've been searching but, in the words of that famous song, 'I still haven't found what I'm looking for'.

Please can you help me? You're my one and only hope. You would make my life complete if you could send me one Virtual Reality machine and, if it's not too much trouble, a second one for my brother as he's the jealous type.

Many thanks in advance

John Francis, North Dublin, Ireland

PS Some friends informed me there will soon be a Mega Drive/Commodore 64 converter available. If so, when and how much will it cost?

● ***Absolutely, no problem. I'll tell you what, why don't I throw in a nice car, a bijou suburban residence, pretty wife, 2.5 kids and a dog as well — I don't think. As for the converter — wake up and smell the real world, John.***

LM

LETTER OF THE MONTH!

IT'S LIFE, LUKE

Dear Lloyd,

This letter is sent to inform all new readers of your past achievements with Newsfield and Europress. Yes, Lloyd, THIS IS YOUR LIFE!

Your Newsfield debut came in February 1984 with the release of CRASH MICRO GAMES ACTION. Your good self and three others (Oli Frey, Roger Kean and Uffindell) had toiled on Issue One since way before Christmas of that year, and all the effort you put in paid off — CRASH Issue One sold over 100,000 copies!

You haven't always been a letters man exclusively. At one point you ran Lloyd Mangram's Playing Tips, Lloyd Mangram's Hall of Slime (high-scores), Merely Mangram (previews) as well as the Forum, the Rrap in ZZAP!, an annual look-back (in CRASH) and the odd CRASH History (in words and covers). Back then you really were overworked!

Then, of course, the infamous 'I hate being photographed, it's almost a phobia' line caused a veritable avalanche of 'you don't really exist' and 'Lloyd Mangram is a pseudonym'-type letters, only increased by the picture of you with a bag over your head.

After that, the dispute between yourself and Robin Candy. Again, some thought that you WERE Candy, or vice versa and the battle continued for many issues.

Near the end of April 1986, Oli Frey, Franco Frey and Roger Kean pinched your initials for a so-called 'youth magazine'. It was jokingly referred to as LM — Lloyd Mangram's Leisure Monthly, and the title stuck.

We now leap to ZZAP! 64, Issue 82, when the unthinkable actually happened — Lloyd Mangram's services were no longer required, letting 'Miss Whiplash' take over. However, a mere nine months later and Lloyd was back, just in time to answer letters for COMMODORE FORCE. We can only presume that Lloyd's reappearance was due to a mammoth amount of complaints by mail and a loss of readership.

To finish, here's a list of magazines Lloyd Mangram has worked on (in chronological order):

CRASH, ZZAP! 64, AMTIX, COMMODORE FORCE.

Before I go all bleary-eyed with nostalgia, may I just say this: LONG LIVE THE C64!

Luke Merlini, Cowbridge, S Glam

PS Sorry that it's a little long but you've had an interesting career!

● ***Aw shucks, 'twas nothing.***

Actually, it's almost enough to bring a tear to the eye. Sweet memories fade but never die — sniffle...

(At this point Lloyd broke down, mumbling about absent friends and stuff. Fortunately the crew were able to calm him down with a mug of tea before serious damage was done — Miles).

Lloyd, if you truly are at the helm of the letters, where are the bananas?

Andy Wain, Worcester

● ***Gone but not forgotten, Andy. They live on in the hearts of many.***

People say to me 'Why don't you buy an Amiga?' and I reply, 'Because I ain't sad and can't fork out loads o' dosh for a crap game.'

Mathew Lomax, Doncaster

● ***Sounds fair enough to me.***

I've enclosed a smarty with my letter and, as I'm feeling generous, it's a blue one

Robert Byrne, Dublin

● ***Something old, something blue, something that got crushed in the post — thank you.***

You were wrong! For someone living in England your Irish IS hot, so I thought I'd write a little letter in Irish.

Owen Kelly, Beaumont, Cork

● ***Sorry, Owen, but I can't possibly print your letter as I haven't the slightest clue what it says. It might be rude!***

DOLE POSITION

Dear Lloyd,

With regards to the many letters of last month, (May) bemoaning the lack of stores selling C64 software, might I add my two-penny worth.

I am, at thirty-five, more mature than the majority of your readers. I've had a C64 for many years and myself and my two young sons obtain immense enjoyment from it. Unfortunately we're now discovering it increasingly difficult to find a store that stocks any C64 stuff at all. Nintendo yes, Sega yes, even Atari and Amiga owners are well catered for. I've enquired in many shops which used to cater for the Commodore only to be informed there isn't the call for it anymore. Poppy-cock! What they *really* mean is the profit differential isn't big enough!

My position is this — I'd love to upgrade to an Amiga, but being unemployed I can't! My sons look forward to a new C64 game each month, usually budget, but to them a game is a game. Unfortunately, we can't find a shop with a wide enough selection! So please, Lloyd, let me plead through your excellent column for store owners not to neglect the C64. Think of all the unemployed who can only afford the £4 or so a month, or the young kids whose pocket money doesn't run to £30-£50 per console game. Have a heart all you computer stockists, don't desert the heart of your market, the good old Commodore 64. I'm sure it'll still be around when the consoles are consigned to the great micro-chip heaven.

Keep up the great work, Lloyd.

Stuart Neave, Newton heath, Manchester

● ***I fear you're right about the profit thing; unfortunately, there's very little you or I can do about it. Luckily you can get hold of many great titles through the pages of this very COMMODORE FORCE, many at bargain prices. So don't despair everybody, we'll solve your game-obtaining problems — why not turn to page 64 and ceck out the Plaza...***

LM

TUPPENNY TIT-BITS YOU LOVE SO WELL

SNIPS

There it is, the bottom of another mailbag. I can put my feet up at last and relax. My word, that's better. What's that? A letter's arrived, addressed to me, let's see... 'Dear Lloyd, did you know console games cost te...' Aaargh, that's it — blue shirt tails won't affect cable TV this winter, wibble! (Sorry readers, but Lloyd's been a bit stressed lately) blah, nuggets, houses...

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COMMODORE 64 CASSETTE

...BUT ISN'T IT TIME YOU DID?

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So you see, it's a magazine on the edge of excitement, veering on the dangerous side, teetering along the cliff-tops of adventure and every month it just gets better. Grasp the opportunity with both hands and subscribe right now — you'd be mad not to!

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Want a gift? You've got one, *Big Box 2* to be exact, the great compilation from Beau Jolly and it's your FREE when you purchase a subscription... now that's a bargain! Oh, and there's more — because as well as recieving the twelve issues, we'll chuck in another one for free! What more can you ask for — we'd have *dreamed* of 13 issues a year when we were kids...

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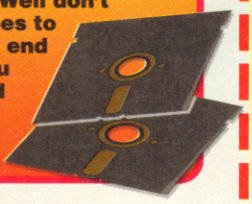

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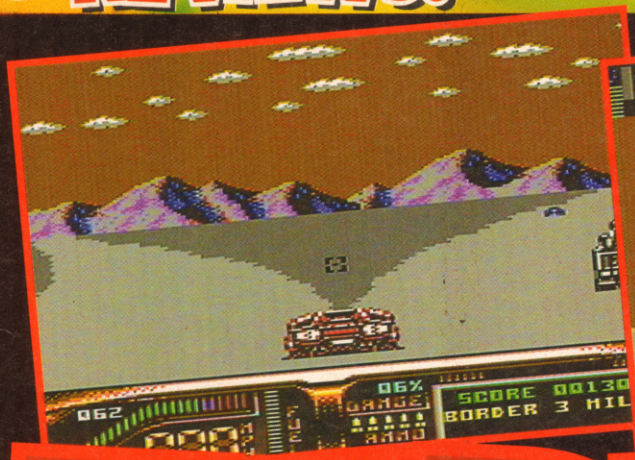

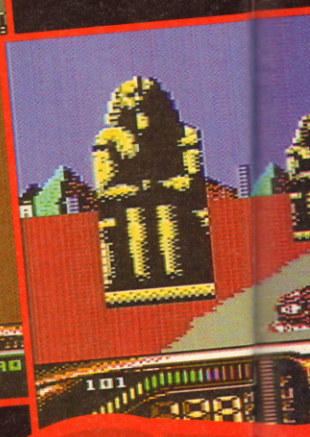

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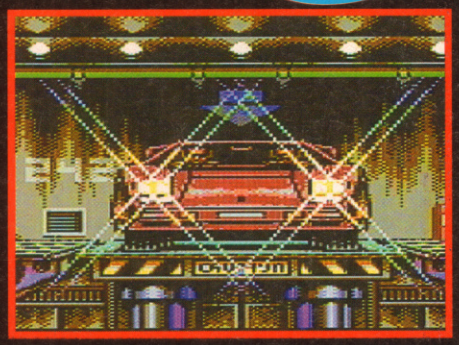

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Work experience is a daunting task and also quite humiliating; getting spat upon, beaten and being used as a coffee table — you wouldn't think Miles could treat his brother so bad. Still, ROD 'CHARGE-HAND' GUTTERY defied everyone by reviewing this frantic racer. Not that anyone minded — they were too busy connecting his shoelaces to the C64's earth wire...

First of all, let's get things straight — *Turbo Charge* isn't a driving simulation. It's more of a shoot-'em-up if anything; there are no gears, no breaking — just pedal to the metal, left, right, let rip with machine guns affair.

From what I can gather from the (rather good) intro sequence, a UN weapons stockpile has been raided by some low-down, god-damned criminal subversives. Fair enough, so what do you do in response? You take to the road in your turbo-charged supercar and break as many laws you can think of — well that stands to reason, I don't think!

Storyline aside, *Turbo Charge* is a smart game, with five different levels each separated into two sections. Each level has it's own backdrop and set of roadside sprites, although some are a totally out of proportion with the rest of the graphics — twenty foot tall policemen with vehicles to match? Hmm...

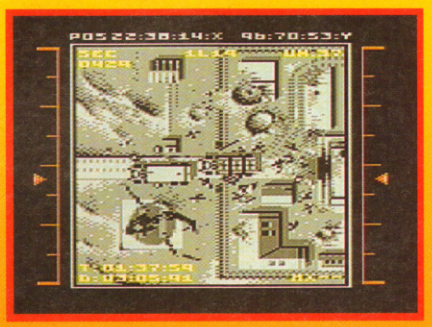
The sprites that take part in the game are incredible, flawless in design, animation and speed — with helicopter gunships swooping out of the sky, you'll find yourself hiding under a table before you can say 'yellow matter custard dripping from a dead dog's eye'.

The drug lords, terrorists and whoever else you care to mention aren't helpless. Not only are there helicopters, but attack jets and other cars give you a proper beating if you let them. My personal favourite is a van that pulls alongside you before a man leans out the window and shoots (ouch!). There's also police cars that stop without warning, to form a rather inconvenient road block. The end of level meanies — although not much different to other road users — take a fair amount of punishment, so save those rockets!

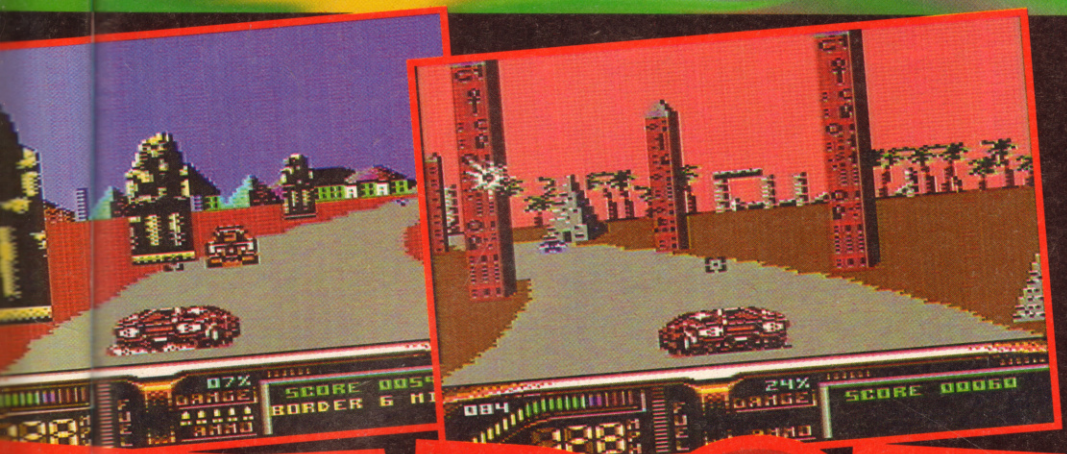
Born to be... stripey?

The road scrolls as smoothly as you could hope for, but personally, I'm a great believer that stripey kerbs give a real impression of speed.

The action (with a capital ACTI) is accompanied by a groovy soundtrack that should keep all rockers



●A map of the Impact Magazines buildings. Notice the craters — that's the wreckage made by our Editorial Assistant (Milo) during his driving test.



HARGE

out there happy for a while, and the sound effects are of an equally (very) high standard — impressive explosions, cringe-inducing tyre screeches and your average popping gun sound.

Having said all that, no game is without faults and *Turbo Charge* **has** got it's fair share. I've already mentioned the oversized roadside objects, but another discrepancy is that airborne nasties still attack when you're going through a tunnel or under a bridge. The most frustrating aspect I discovered during my extensive playtesting (it's a hard life), was that at junctions, one of the two possible routes always leads straight into an unavoidable brick wall — usually there's no indication of which to take. Sometimes you can follow other cars, but there aren't always ones to follow…

Essentially, this game is good, and when I say good, I don't mean anything else — because it would be a waste of time if I did (there's a sensible statement in there somewhere — Prod Ed). It's the little things that count, and *Turbo Charge* has a lot of nice touches; the incredible variety of assailants, the excellent presentation screens and, of course, the ample credits that ensure you don't have to frequently reload.

Despite my tender years I've come across quite a few driving games in my time, and this is definitely one of the best — a must for any budding Nigel Mansell cum James Bond fan. Having said that, I think driving endlessly into the screen may get slightly monotonous after a while, maybe lacking long term appeal.

ROD! 82%

● When we showed Milo a copy of the Highway Code, he ate it. That's probably why scenes such as the one above occured. Luckily, help was at hand…

● Chris (with, errrm, a Halloween mask on his face) managed to aprehend him with a water pistol. Phew — that was close! Pity about the instructor, though.

MILES!

● This is what it's all about. Rousting along with your foot on the floor, blowing away rozzers, enemy agents and in fact, anyone unfortunate enough to be on the road at the time.

The thing that hits you about *Turbo Charge* is it's sheer speed, as large, well-drawn scenery whizzes past as smooth as you like. The car handles pretty well too, though forks in the road can be annoying. Take a wrong turn and you invariably end up in a police trap. That's all very well on the first couple of levels, with only a couple of junctions, but later on you'll find 'em coming thick and fast, hardly giving you a moment to think. Despite having couple of reservations, I think this is a great blast and the best of the 3D drive/shoot-'em-up fraternity to date.

85%

● Cor, that's a big bird! Just look at the poo it did on the windscreen…

GALE WARNING

■ PRESENTATION ■ REALLY SMART, SOME OF THE BEST SEEN — **96%**

■ GRAPHICS ■ FAB DETAIL AND PHENOMENAL VARIETY, VIRGIL — **90%**

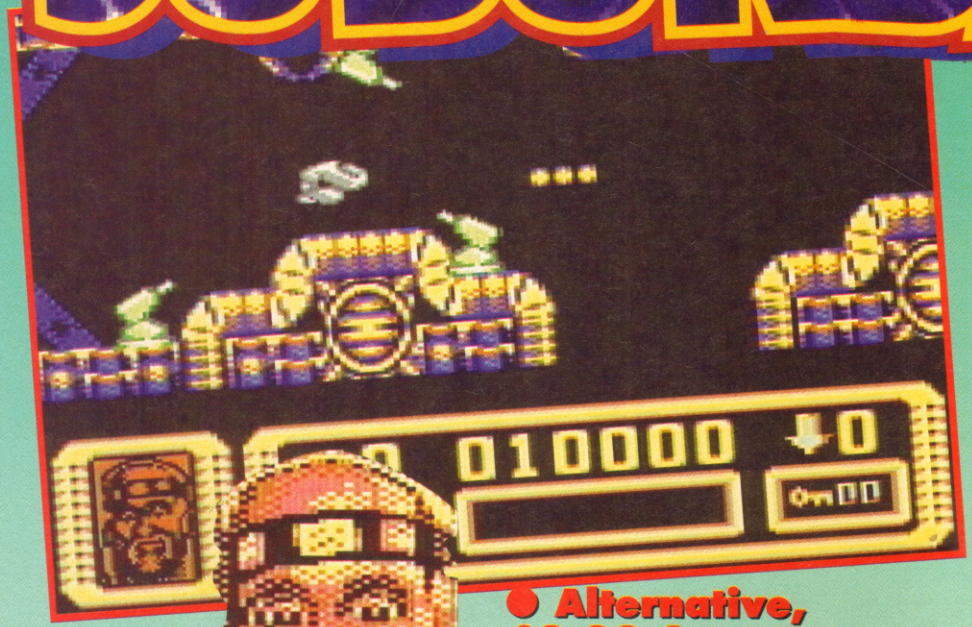
■ SOUND ■ WELL MELLOW TUNES, BUT AVERAGE SPOT EFFECTS — **87%**

■ HOOKABILITY ■ INSTANTLY PLAYABLE AND RIGHT TARTY TO BOOT — **85%**

■ LASTABILITY ■ A BIT DUBIOUS. LACKS DEPTH AND POSSIBLY TOO EASY — **77%**

FORCE FACTOR 84%

SUBURBAN C



● Look — wearing a snail on top of your lip may be original, but it's not clever, y'know?

● Alternative, £9.99 Cassette

On the outskirts of busy cities lie the suburbs — areas brimming with families of all descriptions. But suburban life is about to change for one family as JAMES 'HOUSEHOLD PET' PRICE is about to find out...

How can there ever be an accurate movie conversion on the Commodore? A '64 game can't duplicate fantastic special effects, simulate hair-raising stunts — or stay close to the plot in many cases. With *Suburban Commando*, that's not so much of a bad thing — apparently, the film was awful — but nevertheless, the limitations of everyone's fave 8-bit wonder do pose a problem for programmers faced with such a task.

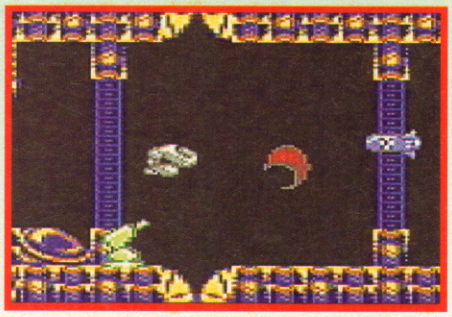
Those acquainted with Admiral's *Dalek Attack* will recognise uncanny similarities in this release. *Suburban Commando*'s first level is a horizontally-scrolling shoot-'em-up, although the addition of power-ups and differing attack formations makes it slightly superior to *Dalek*'s similar effort. Complete this, and you're thrown into — no prizes — a distinctly *Dalek Attack*-style second level. From thereinafter, *Commando* becomes a platform-based collect-'em-up, rather reminiscent of... no, I won't say it. Fortunately, it's not all bad. After all, *Dalek Attack* is, although flawed in places, an enjoyable game. *Commando* is similar in this respect.

Disregarding the first level (it's not worth mentioning), *Suburban Commando* is essentially a game of collecting items and advancing through multidirectionally-scrolling, platform-based levels. To progress further into the game, various keys and objects need to be discovered (or explosives placed in the first level). This isn't as easy as you'd expect; the game's assorted maps are full of hazards, and there are a plethora of bad guys that do their best to reduce Hulk Hogan's (for he is the hero) life counter. Luckily, an energy bar reduces potential frustration, and assailants can be dispatched by either punching or kicking them. Travelling around the areas is made easier by using the many springs, lifts and conveniently-placed platforms — Hulk can also fall as far as he likes without injury. Key cards allow access to locked areas — more often than not, these lead to the obligatory end-of-level opponents. Hulk has to move quickly if he's to survive against these; they're both bigger and speedier than him...

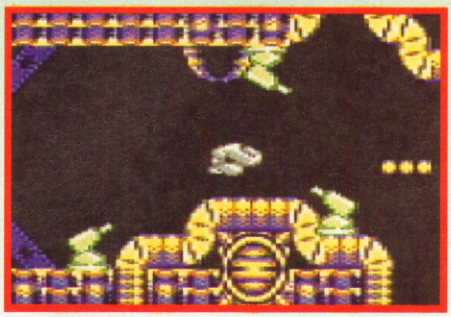
In Suburbia

Well, time for the critical bit. I wasn't joking about *Suburban Commando* being similar to *Dalek Attack*, but that's okay by me — I enjoyed it!

● We're off to Button Moon, following Mr Hogan in his little green spaceship. Happy, happy, happy we are.

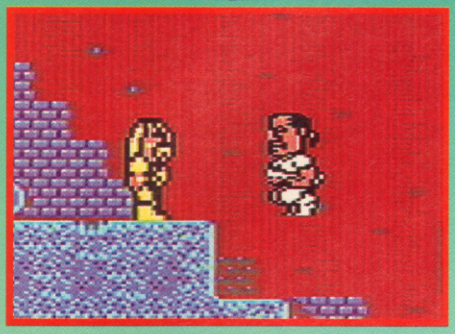


● Hello little red dolphin, you leap so high. There's a big blue missile about to fly up ya bum. Ho Ho Ho!



● James wants a good caption for this picture so, just for you Jim — Three big guns, one small ship. I like the odds!

COMMANDO

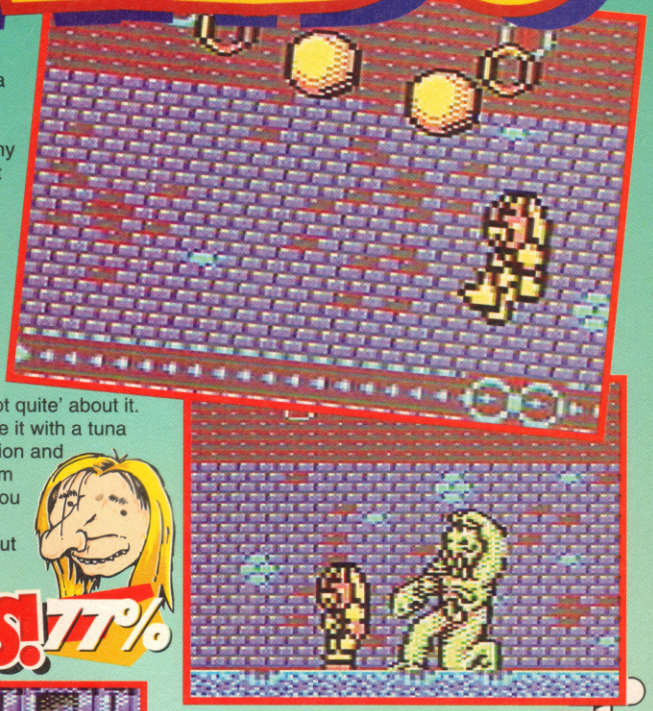


These days, original concepts and gamestyles are too few and far between, so producers can *almost* be forgiven for releasing re-hashed software — as long as it's good. What does disturb me is that the first level fiasco seen in *Attack* has reared its ugly head in *Commando*. I'm all for a little variety, but the average shoot-'em-up action does little to complement the rest of the game. It also means more time spent on either disk or — horror of horrors — tape accessing.

The levels are fairly large, with an adequate amount of graphical variation, but what really bothers me is the lack of any *real* combat. Hulk can punch and kick his assailants, but they're pretty insipid moves — should you hit an enemy, they'll fly off screen in an unusual 'dying' effect. Also, I looked and looked, but nowhere could I find a projectile weapon of any description. A machine gun or rocket launcher would've made my day, but alas — unarmed combat is all that's on offer. To make matters worse, Hulk looks a particularly unattractive (not to mention sparsely animated) sprite — his moustache seems out of proportion too...

Don't get me wrong — I enjoyed playing *Suburban Commando*, but the entire game has an air of 'nearly, but not quite' about it. In fact, to summarise, I'd compare it with a tuna fish sandwich without enough onion and mayonnaise. I'm eating one as I'm writing, and there isn't enough, you know. That's not to say I'm not enjoying it — I am, in fact — but it could've been just that little bit better. Yum.

JAMES! 77%



CHRIS!

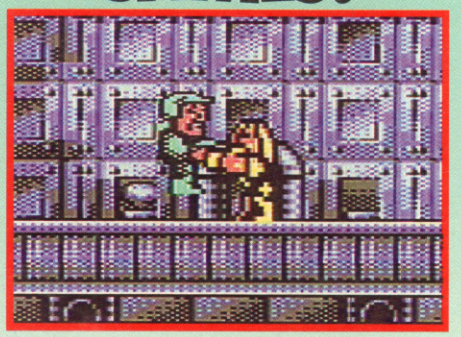
● What have they done to Hulk Hogan? I mean, I'm not a fan of his or anything, but he looks like a newborn piglet that's been beaten about the head. The rest of the sprites aren't great either; the majority are all bloated and lacking definition.

As far as gameplay's concerned, *Suburban Commando* hasn't exploited any new aspect in computer entertainment whatsoever. It's been done before — and a lot better at that. Jumping, kicking and punching is all the Hulkster can do, and there are no big guns or helpful equipment to collect.

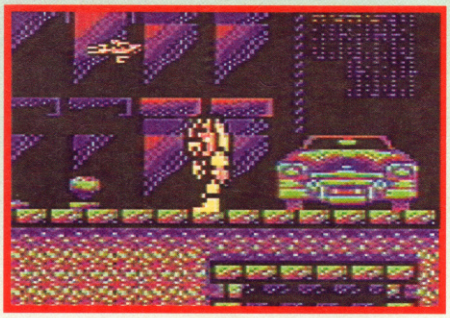
Having not seen the film, I'm unable to say anything about the accuracy of the conversion, but if the movie's in a similar vein, don't rent the video.

A missed opportunity? Yes. Barrier-breaking material? No. The final verdict? Platform games have been done a *lot* better, and even if you're a Hogan fan, this does your idol no favours.

49%



● Listen mate, there's nothing funny about my moustache. I think it makes me look rather hunky actually.



● 'Ere squire, wanna buy a motor? Goes lovely, only 200K on the clock and covered in go-faster green slime.

GALE WARNING

■ PRESENTATION ■ VERY LITTLE AND OF LOW QUALITY — 46%

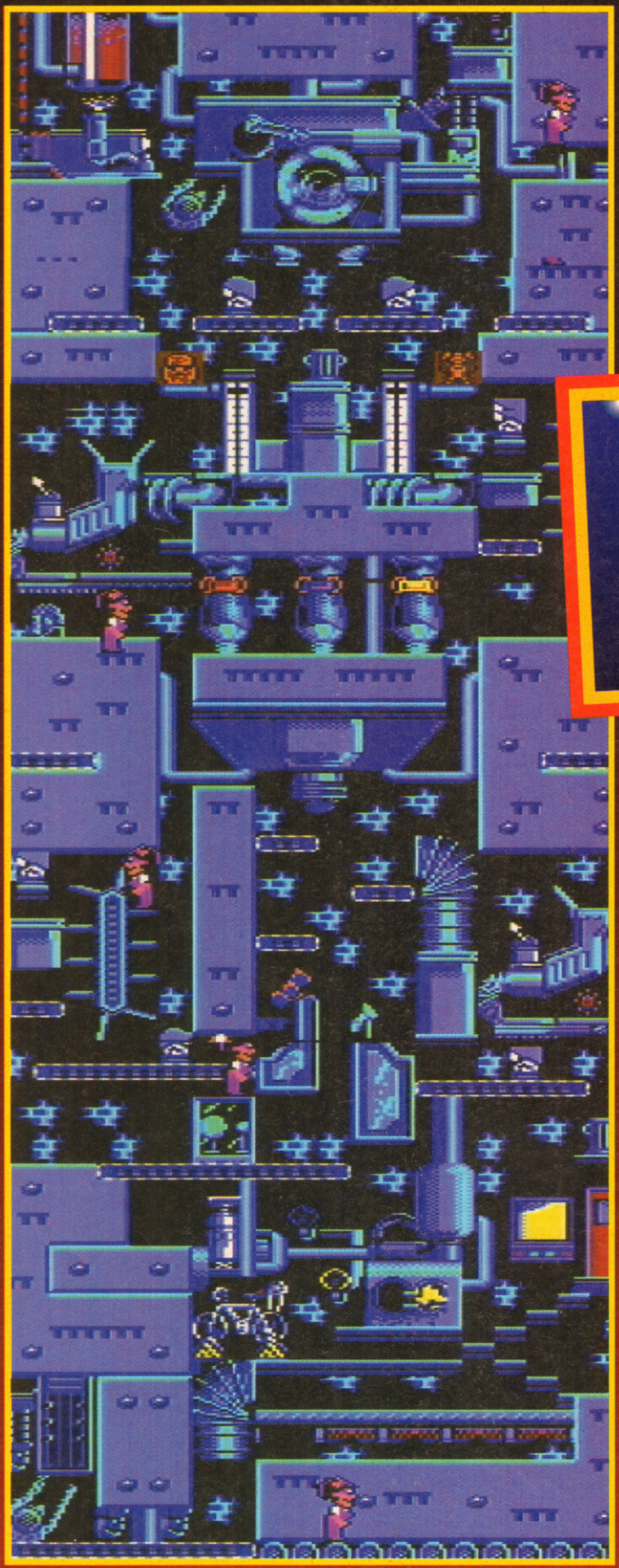
■ GRAPHICS ■ BLOCKY, ILL DEFINED — OCCASIONAL OKAY BACKDROPS — 54%

■ SOUND ■ PASSABLE TUNES — 68%

■ HOOKABILITY ■ AWFUL FIRST LEVEL, BUT OTHER LEVELS ARE BETTER... — 59%

■ LASTABILITY ■ ...BUT THEY'LL SOON BECOME TIRESOME — 57%

FORCE FACTOR 63%



● Kixx/Kixx XL, £3.99 Cassette £TBA Disk

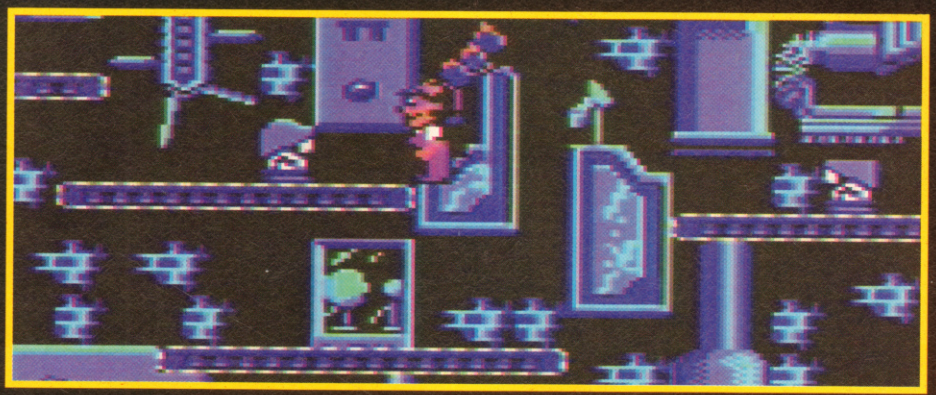
NIGH

Terrible wages? Awful hours? Stuffy working conditions? Life's difficult when you're a journalist. JAMES 'OH FOR A FACTORY LIFE' PRICE laments the day he chose to work with words and not production lines...

As of late, game giants Kixx have founded a new mid-price label called Kixx XL. What does the XL stand for, though? Extra Large? Their release packaging *is* on the hefty side. Xtra Loading? Well no — they're mainly disk based so tedious tape accessing isn't something you'll come across. The more astute among you will notice that *Night Shift* has been released on both Kixx *and* Kixx XL labels. The reasoning behind this is beyond us but *NS* on cassette is a mere Kixx game, whereas the more advanced disk version is... need I insult you by explaining further?

From one strange extreme to... erm, another strange extreme, *Night Shift* is what I'd term as both original and unusual. Originally released by US Gold, it's a game of factories, dolls and unreliable mechanics and if I had to categorise and attribute it to a specific genre, I'd say it was an arcade puzzler. As much as I hate reiterating storylines, it would appear I'm going to have to in this instance. Darn.

Industrial Might and Logic own the rights to produce toys based on popular (and not so popular) Lucasfilm characters. From Star Wars to



T SHIFT

● Despite the '64's extensive palette, the programmers used lots of blue.

other unforgettable epics (their names escape me… oops!) the leading stars are reproduced in cuddly plastic. That may seem to lack soul to you or I (plastic figures indeed!) but to the boardroom giants, they provide a hefty profit. However, being the tight-fisted and heartless moguls that they are, they'll only pay one willing sucker a measly amount to supervise and ensure trouble-free production. Two such individuals applying for the job (you choose which one to control) are Fiona and Fred Fixit.

Toy construction is facilitated by a huge mechanised monstrosity, affectionately named The Beast. It's a cantankerous machine at the best of times, and things often go wrong unless it's given careful attention. Everything from the colour of the toys, to the route they fall from the multistory production line has to be manipulated; rather than presenting this as a continuous task, the game's split up into separate levels of increasing difficulty. At first, these involve avoiding hazards on the shop floor and flicking the odd relevant switch; later on, complications such as a multitude of confusing body sections and their assembly do a great deal to confuse a poor factory worker.

Shifting the scene

Night Shift is a platform game gone wild. The play area is approximately eight screens high and one wide and although that may sound a little small, uninteresting it ain't. There's always a lot to do; from powering up The Beast with a pedal bike, to floating to the ground with an umbrella — it's a madcap occupation. The problem is, there's often *too* much to be getting on with! Frustration reaches epic proportions when your latest batch of Luke Skywalker dolls come out with ears for feet and thighs for heads. *Night Shift* isn't a game for the easily irritated.

If you're looking for something new, this is your game. The refreshing not-too-linear gameplay allows many a fun-packed hour of wanton doll construction, but beware — it's a little more tricky than you'd expect. It's good to look at, sounds okay and even the presentation's acceptable — it's all too good to be true. It even has a none-obtrusive multiload, with five levels being loaded at a time to allow flowing play. But it really is frustratingly difficult at times, and I'd advise younger players to steer well clear.

Well that's the review in its entirety. You may notice that I've not bothered trying to include the usual sad gags or phrases, but I felt *Night Shift* is so unique it deserved a sensible (but informative) review that extolled its virtues without bombarding the reader with a deluge of obscure words.

Like hell I did. Here goes, then: Trees, Rottweiler, hamster poo, chocolate orange, toast, seawee… (Can I join in? Wolf, turnip, gargoyle — Prod Ed).

CHRIS!

● Factories! No no! My worst phobia has been turned into a computer game! I did my utmost to escape them during my days of unemployment, but now they've come back to haunt me! What's more, it involves working nights! That's my — already deteriorating — social life out of the window!

Ahh, thank the Gods, for my personal hell can be switched off whenever I please. Ironically, *Night Shift* is so good to play I don't want to switch off! Fixing bits and bobs along the production line is really neat and even though the problems are frustrating, you won't give up in a hurry. If only the tasks weren't hidden so much in the background — it's tough to even *see* what needs to be accomplished. There again, that's half the challenge!

81%

JAMES! 84%

GALE WARNING

■ PRESENTATION ■ EXCELLENT AND INFORMATIVE — 82%

■ GRAPHICS ■ COLOURFUL AND CUTE, BUT CONFUSING AT TIMES — 76%

■ SOUND ■ BURBLES MERRILY ENOUGH — 78%

■ HOOKABILITY ■ TRICKY BUT ULTIMATELY REWARDING — 80%

■ LASTABILITY ■ MANY LEVELS TO KEEP YOU AMUSED — 83%

FORCE FACTOR 83%

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JAMESY & SMILES CHART CHATTER

SMILES: Hello listeners, and welcome to the show!
JAMESY: (Whispers) It's not so much of a show, mate — more a column of text to make the charts page more interesting.
SMILES: You're right there. (cough) Hello readers, and welcome to the… ummm… page?
JAMESY: Doesn't quite have the same ring does it? Perhaps we could jazz it up a bit by doing something risqué.
SMILES: What are you going to do? Drop your trousers?
JAMESY: That's an idea, mate. (rustling sounds of undressing) Ta daaa! It's the front page of the papers for us, mate. I just cannot belive I've removed my trousers in front of our audience.

SMILES: Cough, splutter, gnugh — me neither.
JAMESY: Errmmm, it's not having much effect really, is it? The shocked gasps are conspicuous by their absence…
SMILES: (Shocked gasp) !
JAMESY: Oh well — if being rude won't work, perhaps violence will. Who can I kill, mate, to further my career and amuse our readers?
SMILES: (silence)
JAMESY: Oh no! My trousers have eaten Smiles! You naughty, naughty garment!
TROUSERS: Belch! Not 'arf.

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JAMESY: Still here, eh? Beating the beat out of the average beat-'em-up…
TROUSERS: Chomp Chomp Chomp (burp)
SMILES: (inside trousers) Where did this *Street Fighter 2* come from? Hellllllp!

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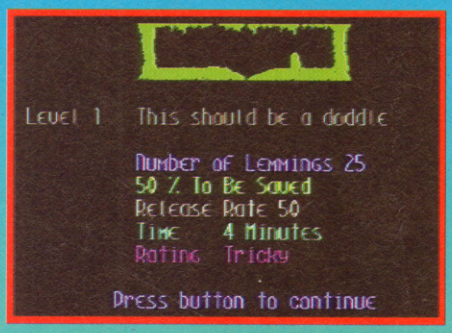
JAMESY: See you next month, FORCE fans…
TROUSERS: Roar!

Well, we couldn't help ourselves. Last month we brought you the first instalment of the Batman Diary. This month we decided to go one better, and bring you the gossip on Lemmings as well, courtesy of its programmers (Alter Developments). So, here's the Work in Progress section — we hope you find it interesting and informative. Oh, and there's a mystery prize for anyone who can suss out Roy Bannon — he's a complete loony.



THE MAKING OF Lemmings

The Programmer

THOMAS MITTELMEYER is the guy who manipulates all the bits 'n' bytes in the right order to ensure those Lemmings walk across the screen.

THOMAS: After long (and tedious) discussions with the rest of **Alter Developments**, we all agreed that I was the best man to do the job. The first thing I did was try out different ways of scrolling the background. I made six demos and then chose the best one — a sprite multiplexer for the background, with the Lemmings 'bobbed' in characters. This method of scrolling enabled me to have 100 of the furry fellas walking around at a reasonable speed, but on the other hand this meant the actual playfield would only cover half the screen — it's impossible to have more than eight sprites alongside each other. Having chosen this way of scrolling, I started to program the bob-routine using Lemmings converted from the original Amiga game. When I got them walking, I finished six demo versions which were sent to **Psygnosis**. When they saw how brilliant the demos were, they offered us the contract — you could say I was one of the happiest men on the globe.

After this brief moment of joy, I had to return to reality and consider the daunting task of creating *Lemmings* on the C64. My biggest enemy was the memory. Try and fit in 120 animations, background graphics, music and sound effects into 64k of memory and still have space for your code — somehow, I've managed to do so. All the animations featured in the Amiga version can now be admired on the C64 version as well.

Unfortunately, not everything from the Amiga version could be retained — the level size for example. In the 16-bit version of *Lemmings*, the levels can be up to five screens wide. You *could* do the same on the C64, but the five screens would fill up the entire memory — so each level had to be reduced to a maximum of two screens. On a more positive note, I managed to save enough memory to include the 'LET'S GO' and 'OH NO' samples.

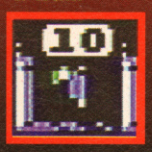
Another problem was speed. I needed a routine that would enable 100 Lemmings to be on screen and check whether they were climbing, digging, blocking, or any of the eight functions they're able to perform, as well as their basic movement — they had to be walking and falling at a reasonable speed too. This was probably the biggest reason for me to choose the sprite-scrolling method, as this doesn't slow the computer down as much as the usual scrolling method.

The biggest help with programming *Lemmings* was my computer set-up; instead of using only one C64, I linked two together. In the past, I've connected the C64 with a 0-modem link, programming on one and transferring the data to another, to see the result immediately. Nowadays, I've got rid of the cable and use my only working disk drive (the one Remi gave me doesn't work properly) as source for both computers. It's much faster to save the data from my programming computer to the drive, then switch to the test computer and load the data from the drive. Another big help was the turbo assembler Jereon Tel rewrote. Instead of the usual 4000 lines, this assembler enables you to program up to 8000 lines and is still compatible with my computer link-up (coz Jeroen uses the same one). You might

LEMMINGS AT PLAY!

This shows the rate at which the Lemmings are released and the percentage which need to be saved.

CLIMBER — Enables a Lemming to clamber up a wall.



FLOATER — A nifty umbrella that will slow down a Lemming's descent should it fall from a great height.

EXPLODER — Use this on any critter and watch what happens when the time limit expires.

BLOCKER — Acting as a barrier, a blocker can be used to stop a Lemming walking past.

NG OF

wonder why this turbo assembler can handle twice as many lines as any other — well that's the down side of it. Jereon removed all utilities which can be found in 'normal' assemblers. With the *Lemmings* code already exceeding 5000 lines, I'm glad that JT made this editor — otherwise, it'd take me even more time to program all those routines.

But hey, I've been having great fun being the one responsible for programming *Lemmings* (especially when the cheque arrived). It's the best project any C64 programmer could wish for. Everybody said it was impossible, and voila! I'm making it possible!

The Graphicer

The second man employed on the *Lemmings* project was NIKAJ EIJK — he was to be responsible for all the pixels drawn in the game, the one who shapes the Lemmings and the assorted backgrounds.

NIKJA: When I was asked to do the *Lemmings* graphics by **Alter Developments**, I was delighted to have it as my first BIG project. Until then I'd only drawn graphics for some budget games. All the graphics are converted from the Amiga version by Remi, and we were lucky in that the 120 animations came through very well, only requiring some minor patching up. Due to the different graphical resolutions between the C64 and Amiga, such animations tend to become unusable after they're converted. But everything worked brilliantly — the backgrounds being somewhat bigger, transferred particularly well.

The first thing I did was to create a library with all the recuring objects and animations — such as the entry and exit points. With these completed, it meant I could focus on the backgrounds more — there was a lot to work on. Rocks, columns, bricks and other stuff needed to be created — and created well.

Problems occured while re-designing several levels. On the Amiga, levels could be up to five screens wide, while the maximum the C64 could cope with was two. Because of this, I had to cut out all the unnecessary parts and if the levels still exceeded the maximum of two, I had to re-design and make sure the solution would be the same as the original Amiga level. I found this a real pain with some levels, but luckily most of them could be compacted onto two screens. Animation presented another dilemma, as the C64 screen is built up with characters. Each character is 4 pixels wide and 8 pixels high, the screen is 40 characters wide and 24 characters high. I needed to draw the animations pixel-perfect so they'd fit exactly into a set amount of characters. If not, it would be impossible to include all the animations. This isn't merely necessary for the water and lava, but for every single moving object — such as traps and the entry and exit-point graphics. I can remember drawing several levels and when finished I'd tested them, only to find that several items were placed wrongly and had to be moved several pixels. This sort of thing gets really annoying — especially when you've just finished a difficult level. Speaking of difficult levels, I found the fire and lava stages the most taxing to work out. I only had three colours at my disposal (I needed at least four or five) but I tried my best and I'm quite proud of the result. Another annoyance would be the amount of times I needed to alter a level. Every time I finished a stage and passed it over to Thomas, he'd call me to make some 'small' adjustments. Sometimes, I'd get handed a level back three or more times. The biggest slip-up was when we actually got to playtest 15 levels put together for the ECTS in April. I used black in the backgrounds as a fourth colour, to give extra 'dimension'. However, Thomas programmed the Lemmings to fall down if they walked over a black spot, so the result in some levels was that the Lemmings got stuck in the background, due to my usage of colour. Rectifying that little error was the hardest task of all. Thankfully, the demos were accepted very well at the show and the whole of the **Psygnosis** crew were very impressed.

My favourite stage is the BEAST level. Here, instead of the usual *Lemmings* screens, I used graphics from other successful **Psygnosis** games — one of them being *Shadow Of The Beast*. This refreshing graphical style makes for a very special level.

At first, I found *Lemmings* to be the ultimate project, but now I've worked myself halfway through it, I've realised it's also my most challenging project to date, especially considering the limitations I've got to work with. Still, I think I'm doing a great job, and I'll gladly finish it.

The Musician

As **Alter Developments** didn't have a musician, we enroled another freelancer to work on the *Lemmings* project. And who would be suited better than JEROEN TEL? Jereon accepted our offer, so everything you'll hear while playing *Lemmings* will be done by the master himself.

JEREON: When Remi asked me to do the music for *Lemmings*, I was working on a CD featuring Nintendo game music. I've been working on it for months, but took a break especially to do the *Lemmings* music, and I've been doing it with great relish — I didn't see much of a problem in adapting the original Amiga music and converting it to the C64. I'm trying to make the music as cute as the Amiga tunes, but I trying to make them 'funkier', as I feel the simplistic style of the Amiga wouldn't quite have the same effect on the C64 — although I'll try to keep them as sweet as possible. One thing's for sure — it's going to have that 'MANIACS OF NOISE' touch, like my other soundtracks have. Another point is that I'm limited to using the SID chip sounds on the C64, as well as having to compensate for other '64 limitations (or possibilities, as I would say) in speed and memory. However, recently I was 'given' some extra memory by Thomas for the sound effects. This enabled me to use digital SFX, such as the famous *Lemmings* samples — in particular, 'LET'S GO' and 'OH NO!' throughout the game. This means the sound effects are combined SID-sounds as well as digitised sounds.

When I'm making game music, I try to adapt it so it enhances the game as much as possible. In my opinion, the correct music and FX make half of the game. If both are linked perfectly, it makes the end product so much more playable. We all know how irritating bad music can be, or even worse... bad FX. Instead of turning the music off, I'll try to make you turn it up louder.

I've done a lot of music, for a lot of BIG titles, but you can only wish for a title such as *Lemmings*. It must be the most eagerly-awaited game on the C64 at the moment, and I'm so pleased that I'm doing the music for it!

BUILDER — Gaps in the landscape can be bridged via these slates.

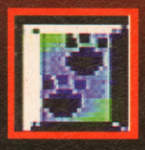
BASHER — Bash through any obstructing blocks with this super smashing icon.

MINER — Turns a Lemming into a pick-axe wielding miner with the ability to dig diagonally down.

DIGGER — Select this and use it to burrow vertical tunnels straight down.

In the finished version, this symbol will pause the game when activated.

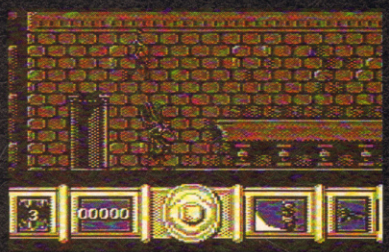
Available in the final version this will allow all Lemmings to be simultaneously blown up — sounds fun!

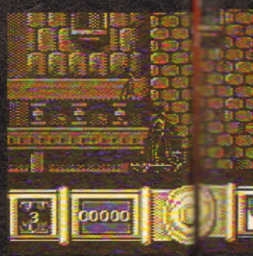


Next month the diary continues with another in-depth look at programming pleasures and pains as more stages of *Lemmings* near completion. Well, that's what's *supposed* to be happening, anyway. Fingers crossed, eh readers?

DIARY OF A GAME!

PART TWO!





BATMAN R

Kapow! Whammo! These are just a couple of words you won't be seeing in any version of *Batman Returns*. Young boys in green stockings won't get much of a look in either. To compensate, however, Level Three features a certain female dressed from head to toe in clinging black leather.

'Life's a bitch and then you turn into one' said Selina Kyle aka Catwoman. I like to think 'life's a bitch' and then start coding one. The difference between turning into a super-baddy and talking to invisible armchairs is not as great as one may think. Selina had it easy; falling from the top of a tall building and getting resuscitated by cats. Compare that to my tapping at a keyboard wondering what topic Sammy (invisible armchairs are called Sammy as a rule) has thought to talk about when I get home. You won't catch me complaining though — not unless you try anyway.

I think it was Bertrand Russell who said 'If Cartesian dualism is by definition remote in terms of perception then I'm a monkey's uncle'. Not very profound and not at all related to the matter in hand. Ok I must admit it. I didn't think my map data out properly before Paul started on the graphics, and when I eventually got them going I was way out of memory. At such times your best bet is to not panic — make a strong cup of coffee, sit down with a pen and paper and try to find a way around the problem. When this fails I pick all the lads brains to see if they've got any good ideas. Some of the printable suggestions were 'Give away a free PC with every game' (Tony), 'Compress and decompress the map — that's what I did on *Where Time Stood Still*' (John) and 'Have a Spicy Stick' (Paul T). I considered each one on its merits, then implemented my own master plan — to have another cup of coffee. As it was such a brilliant idea, I decided to go with it for a while and had several more. A few hours later — after I'd stopped running around the office gibbering hysterically — I came to the brave decision to change the block size. This meant the map could be stored in a quarter of the memory, although the blocks would take up to four times as much space as before. That was easily solved — I got Paul to use less blocks! He had to redraw the whole map anyway, so I thought it was a reasonable enough request...

Of course I had to redo my print to handle the new block size so it wasn't a completely biased decision.

It's Collision Data Entry Time! This is a game for one player whose task it is to type in lots of data like $6EF, $72C, $220, $228, STAIRS in as short a time as possible whilst holding on to their sanity and retaining as much visual capacity feasible. No conferring, your time starts now....

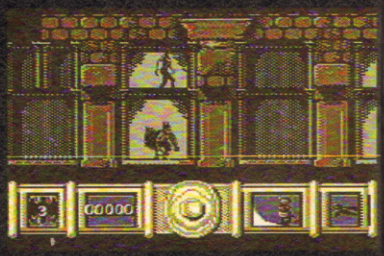
The average programmer takes about four hours per platform and a partially trained mongoose takes no time at all 'cause it's got enough sense not to play in the first place.

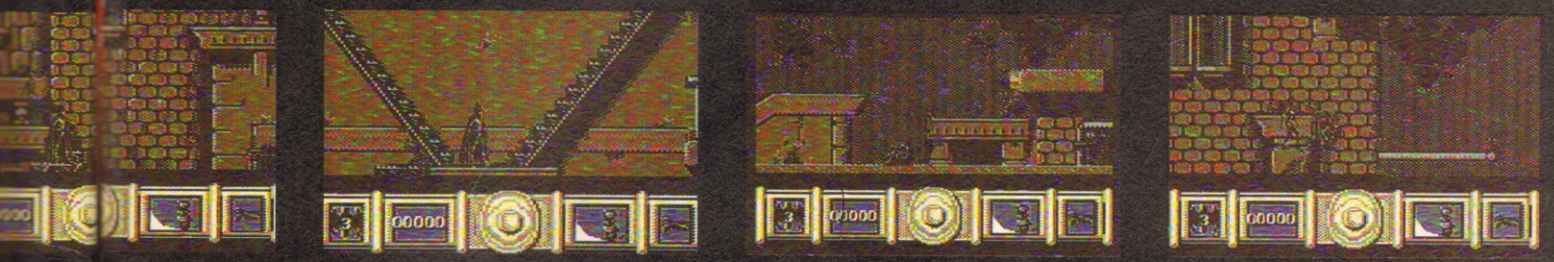
Stairway to hell

When's a platform not a platform? When it's thought up by an artist. Stairs are all very pretty, as are sloped roofs, but give me a flat platform any day — left, right, top and bottom edges will do nicely.

I could really do without stairs. To make them, I have to create a box that surrounds the whole area, figure out how far from the left edge Batman is, add this onto the bottom of the stairs and see whether this value for the vertical direction is where Batman actually is. If all works out according to plan he's able to scale the stairs.

With the backgrounds, bullets , power-ups and Batman all working with the new multidirectional





RETURNING!

scroll, it was time to concentrate on Catwoman.

She had to be smart to give you a tough time on this level. This means I had to simulate intelligence that took several million years of evolution in less than tens of thousands of years of C64 processing.

The code had to be quick, and the best way to get code to run fast is to work it off data which avoids having to make lots of complex decisions. Unfortunately, there was no memory left for huge amounts of data, which meant I was going to have to use some higher brain functions — never an easy thing at the best of times. You couldn't hear me complaining, though — not if you were wearing ear muffs, anyway.

Catnip

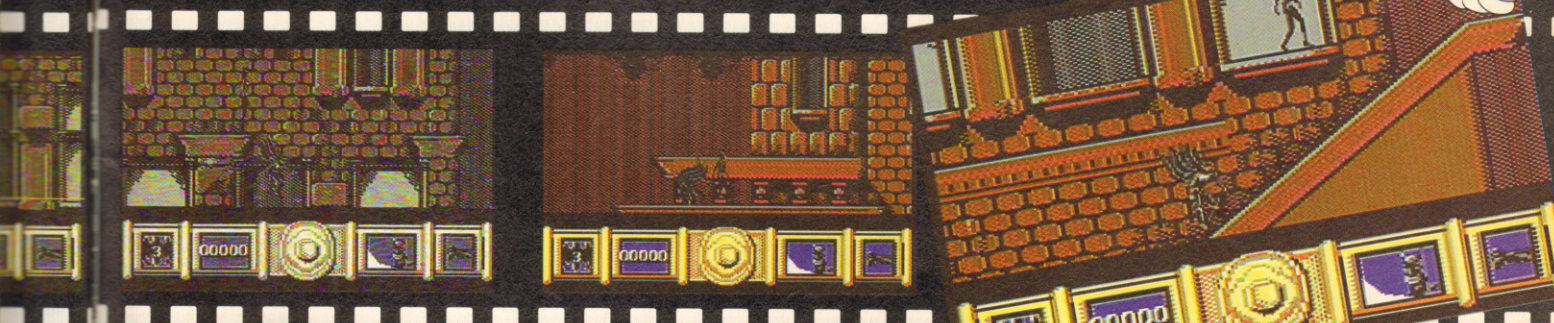
Despite Catwoman's early insistence on not moving (I'd forgotten to take out the bit which changed her screen position when I was setting up her sequence) the game was shortly afoot. Platform collision data was already in, and the code written for Batman needed only a little modification for use with the cat herself. In no time at all — well, a day — Catwoman was merrily hopping from platform to platform following a preset route I'd given her. Next, she had to chase Batman and harass him at any time — this wasn't easy. First she needed to move toward the platform Batman was standing on by walking left or right. Secondly, she had to jump if Batman was above her. Thirdly, she'd drop down if Batty was below her — if the platform he was standing on was smaller than the one she was perched upon, she needed to walk left and right looking very confused. Following this I had to make a cup of coffee and wander around sulking, before actually sorting the situation out. There were many things to consider — a particular problem was working out how to get her to jump onto a series of successive platforms in order to reach Batman. It took four days to get this sussed so imagine how long it would take me to explain it. I won't bother if it's all the same to you.

In the beginning there was nothing. Space and time simply didn't exist — a tricky concept, but take my word for it. Then lots of stuff happened — far too much to chronicle in this short space — which brings us nicely to the present day and avoids quantum physics, molecular biology, evolution and the concept of soul which aren't the easiest things to get your head round either. Tuesday's a tricky day — a sort of watered-down Monday with subtle hints of Wednesday and a barely perceptible aftertaste of Sunday. Just one more day in the exciting life of a computer games programmer. Where was I? Oh yes, I was on the previous sentence. Caffeine is a very pervasive drug.

Giant Haywire Stacks

Let's talk Bugs. When everything goes completely haywire for no apparent reason, almost instantly you'll find half a dozen programmers standing behind you rubbing their chins in a vain attempt to appear knowledgeable, saying 'Look's like a stack problem to me' or 'Is it your stack?' or 'I think it's the stack' This is not so bad if you're busy writing a computer game but if you're in the middle of an exam it's very annoying. It was, of course, the stack — one PLA too few, or one PHA too many, depending on your outlook on life.

Someone once worked out that for every hour a computer programmer spends writing code, they spend four minutes on the bog, eight minutes making a coffee, twelve minutes staring blankly at their VDU, seventeen minutes annoying other



computer programmers and stopping them working, twelve minutes debugging and seven minutes doing brief, inaccurate statistical studies. Out of six programmers questioned, one asked me to politely go away and five threatened me with physical violence. Too much caffeine, if you ask me.

Logical, well-considered thought has its place as a problem-solving method, but you'd be one Yank short of a major military intervention if you didn't just jump in with both feet sometimes. Get hold of your code by the scruff of the neck and give it a right good kicking — that's what I say. You've got to be cruel to be kind — so if this doesn't work, get your fingers on the delete key and ask, with your best Clint Eastwood impression, whether it feels lucky today. Sometimes it works, sometimes it doesn't, but at least you feel better for it.

Structure is important when it comes to AI (we like to make ourselves sound clever by calling our baddy code 'artificial intelligence'). Catwoman has three main modes of operation — PROWL, CHASE and FIGHT (that's what the routines are actually called). These can then be subdivided into smaller routines that can be shared across them all — JUMP, LAND etc. BATPROX is a simple but essential routine which figures out how close Batman is to Catwoman — it's a substitute for eyes. Whilst PROWLING, Catwoman will ignore Batman while he's still fairly close, but if he get's too close she'll use FIGHT code. CHASEing always takes into account Batman's proximity, where Catwoman can decide whether to switch to PROWLing if he's miles away, carry on CHASEing or again, start FIGHTing. FIGHTing is the most important part — specialist routines are needed to decide what offensive or defensive manoeuvre is going to be made. A typical Catwoman thought structure would be something like:

AM I DOING A FIGHTING SEQUENCE ? NO
IS BATMAN FAIRLY CLOSE ? YES
IS HE CLOSE ENOUGH TO SCRATCH ? NO
IS HE CLOSE ENOUGH TO BACKFLIP AT ? YES
IS HE ABOVE, BELOW, LEFT OR RIGHT OF ME ? LEFT
INITIATE THE LEFT BACKFLIP SEQUENCE
EXIT ROUTINE.

Next time round it would be something like —

AM I DOING A FIGHTING SEQUENCE ? YES
CONTINUE SEQUENCE
EXIT ROUTINE.

All sounds very simple, but with tweaking (and a few other bits I'm going to let you in on) it should make for a good old scrap.

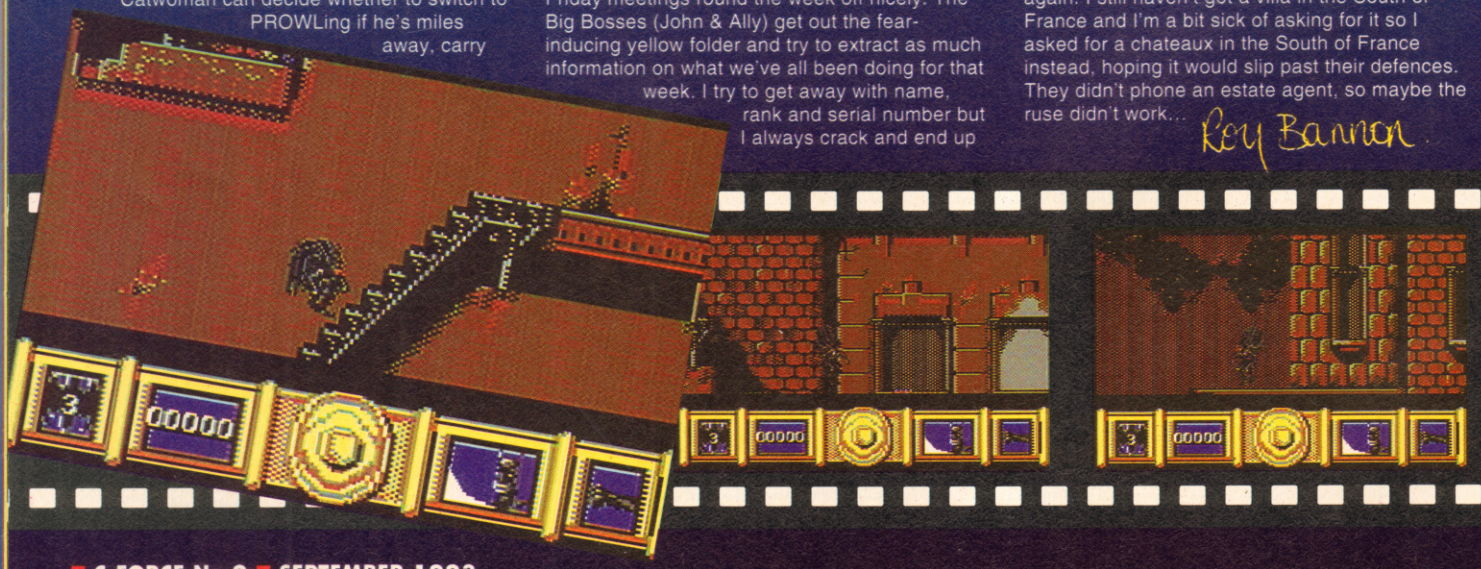
It makes perfect sense when you think about it. If you were asked to make a computer programmer a cup of coffee (mine's black with no sugar) your brain would probably think:

GO AWAY AND MAKE YOUR OWN (in a less user-friendly manner)

Pleased to meet you

Friday meetings round the week off nicely. The Big Bosses (John & Ally) get out the fear-inducing yellow folder and try to extract as much information on what we've all been doing for that week. I try to get away with name, rank and serial number but I always crack and end up spilling the beans — I must learn not to mess with beans during Friday Meetings. This is the cue for a plethora of bugs to make their appearance. Having spent all week in a sloth-like stupor they burst into life, and just as you're saying the scroll is working — cheerfully demonstrating it in all its glory — the screen goes haywire and a tiny high-pitched giggling sound can be heard. This is where the lines you've been practising all week come in handy 'Oh that's probably because of the fabbo-collision-detection-parameter-reduction-enabler code I've just written which isn't quite working yet.' Unfortunately, John's a programmer and normally cottons on that this isn't quite the truth. FIX SCROLL BUG is written down in the WORK FOR NEXT WEEK space. Then it's Ally's turn to spot lots of petty things only an artist is bothered about, like some of the sprite colours being wrong or the screen being full of total gibberish. No amount of cajoling, whimpering or throwing of tantrums will stop her noting them. What seems like hours later, but is in fact only about 120 minutes, it's my chance to get my own back. PROBLEMS ARISING is good fun — this is where I have a good whinge about anything I feel has hindered my coding during the week. The state of the nation and England's poor form in the World Cup Qualifiers are always safe bets, but a short while reading the international news the previous evening can help bring about a form of balance — coffee production levels in Bolivia being one of my favoured topics. Next up is REQUIREMENTS and their turn to sweat again. I still haven't got a villa in the South of France and I'm a bit sick of asking for it so I asked for a chateaux in the South of France instead, hoping it would slip past their defences. They didn't phone an estate agent, so maybe the ruse didn't work...

Rory Bannon



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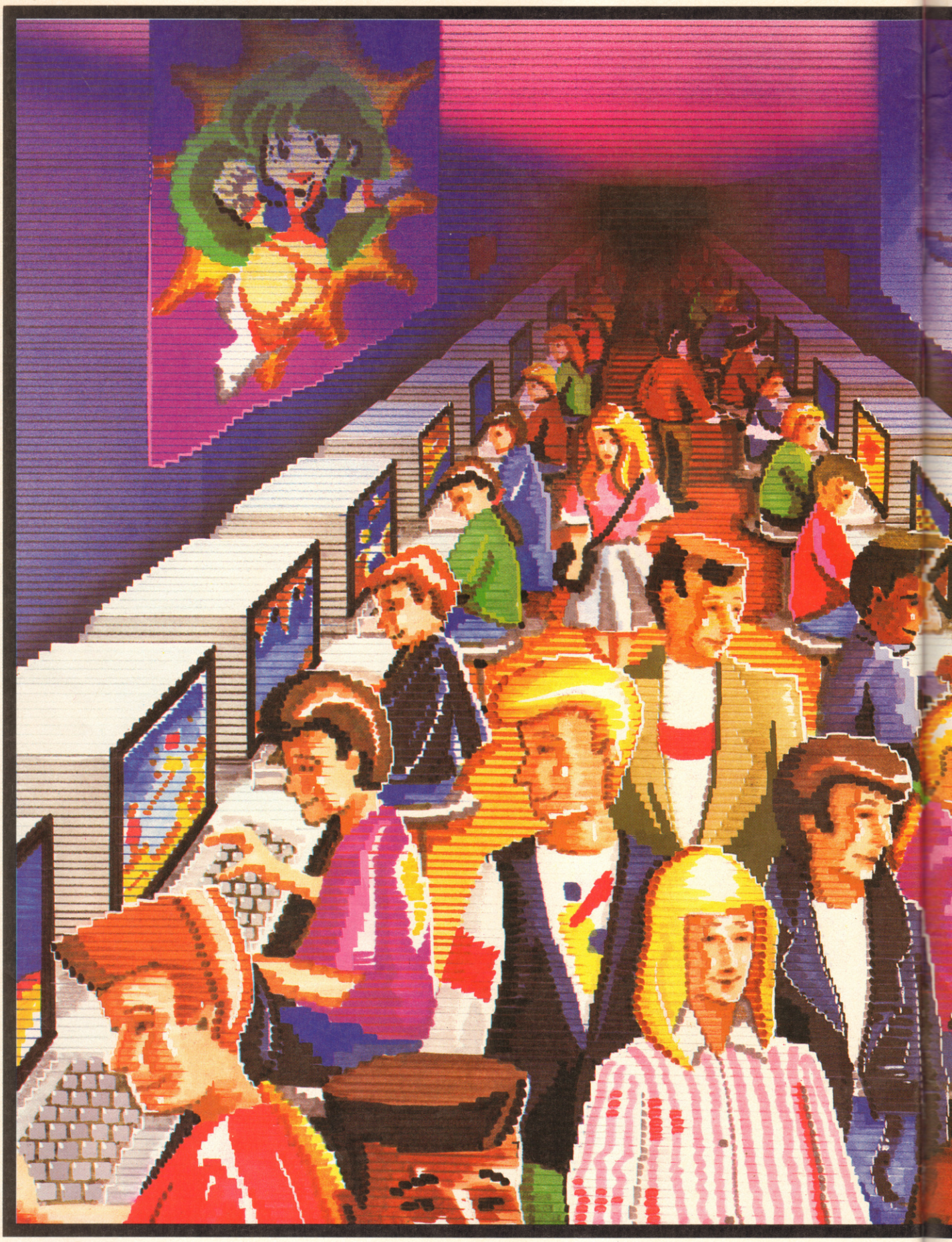

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BASH YER BRAINS

The Guild, £3.00 cassette and disk.

This is a text-only adventure, written with the aid of *The Quill*, and is one of the many adventures written by Dorothy Millard, an Australian lady with bags of talent.

You awake with a headache and blurred memory of events leading up to your present predicament. It seems that you've been abducted by callous thieves who've left you tied up in a strange mansion. The thieves have left their swag hidden about the place; you have to free yourself and find it. It's rather a strange plot, but one which sets the

I don't know whether it's the sun, but I've been getting soft lately, especially where maiming and killing's concerned. I had a choice last moonlight of either hacking off my neighbours arms, or tipping hot flint into his eye wound that I'd inflicted earlier. I couldn't believe it when I found myself opting for the easy route — I just placed a bucket of water over his doorway and called him outside. Still, the water had passed through the bowels of five thousand lugworms beforehand so I suppose it wasn't such a gentle act after all.

BASHING BEGINNER

I think a few timely words concerning seeking help wouldn't go amiss in our Bashing For Beginners series. All of us, at some point or another, become completely stuck in an adventure — unless it's a really easy one. I consider myself something of an expert adventurer, with hundreds of completed titles under my belt. However, I have to admit that in almost every game, I've needed some help to overcome what seemed to be an insurmountable problem. From personal experience, I can tell you there are some methods of obtaining help that are definitely taboo. One way to completely ruin your enjoyment of an adventure is to immediately send for a full solution. Unless you've the willpower of a stone golem, you'll find that having the solution at hand has the strange effect of preventing your brain from functioning properly. That is, you suddenly find yourself unable to concentrate on solving a particular problem for yourself. Gone are the frustrating hours of trying one thing after another until you come up with the right answer; instead, you find yourself thinking 'Well, I have the solution so I'll just have one little peek but I'll do it all myself.' Believe me — you never do! To find out about a particular problem, you need to search through the entire solution, reading the rest of the answers in the process — be warned, 99% of players who have a solution at hand will inevitably do this. It's not at all satisfying completing an adventure in this manner.

Trying to cheat the adventure into giving needed information can be a most entertaining business. Not only have I tried the strategy of typing in DROP AXE, SCREWDRIVER, ROPE and all the other type of cheats I've previously mentioned, but I've even written programs that search out the ASCII contained within adventures and print them, allowing me to pick out any sentences or words that might provide a clue when I'm stuck. We all try and cheat in one form or another, but it isn't the correct way to go about

BASH'S MAILBAG

Quite a busy mailbag this month — keep it up, I get dreadfully grumpy when there's no mail to be perused.

Nigel Isgar of **Shaftesbury** wrote in to ask if he's missing something in *Nythyhel*, as he's only found seven items between the office and the computer room. Also, he wants to know how to take the Book Of Witchcraft from the library. Finally, in *Atalan*, Nigel wonders where the bait is and wants to know how to cross the chasm.

Well, Nigel, you have everything you need to find at the start of *Nythyhel*. You can't take the book, but do make sure you read it. Once done, make your way to Euston Station and get a train to Oakhampton — there will be plenty to see and do once you get there. In

MILLION DOLLAR JEWEL HEIST

scene for a good old-fashioned treasure hunt.

To say this adventure is addictive would be an understatement; there's just so much to see and explore and it's packed with problems to solve.

The puzzles range from the fairly easy to the downright difficult. Negotiating entry and exits to the secret passages and figuring out the problems drove me round the bend! Getting out of the first location can be a bit tricky, but some thorough examination of objects soon gets you going, leaving you with a huge mansion to explore at your leisure.

There's a certain 'polish' to *Heist*, showing a great deal of thought, care, and attention to detail has gone into the design and programming. You can easily find some loot and think it's time to escape, but the real challenge is in finding the ten well-hidden pieces of treasure the thieves have cunningly concealed — that's where all the fun is to be found. Oh, and while you're exploring, your memory starts to return too!

This is the stuff *real* adventures are made of and one which I would heartily recommend.

FORCE FACTOR 77%

FOR ERS

things.

The best way to go about getting help, is to either write to or telephone an adventure helpline. Those on the other end of the phone are experienced adventurers, who are able to give you the help you need for a particular problem. They're experienced enough not to spoil your enjoyment of a game, but professional enough as to halt your cries if they find they're solving the adventure for you. It's happened to me plenty of times. I've given a poor, lost soul some help to get started, and then half an hour later they ring back asking for advice with the next bit.

Calling a fellow adventurer for help and a little encouragement can be most rewarding too, as you soon become firm friends. I've made hundreds of friends over the years through exchanging correspondence and telephone conversations relating to adventures.

For those of you sitting at your keyboards in frustration not knowing another adventurer, you may be wondering where on earth you can find a helpline. Well, one of the best ways is to subscribe to an adventure fanzine, as there's usually a list of helpline addresses and telephone numbers listed inside. Fanzines that I can definitely recommend include **Adventure Probe**, **The Goblin Gazzette**, **The Adventure And Strategy Club** and **Red Herring** (see Contact Point for the correct mailing addresses). It would be well worth your while sending off for details or a sample copy to see what they're all about. **Adventure Probe**, for example, always carries a very extensive telephone helpline page.

CONTACT POINT

THE GUILD, 760 Tyburn Rd, Erdington, Birmingham B24 9NX. Cheques/Postal Orders to be made payable to Glenda Collins.

ADVENTURE PROBE, 52 Burford Rd, Liverpool L16 6AQ. Editor: Mrs Barbara Gibb. Cost £2 per issue (monthly adventure fanzine).

THE GOBLIN GAZZETTE, 10 Tavistock Street, Newland Ave, Hull HU5 2LJ Editor: Mr Les Mitchell. Cost £1.50 per issue (bi-monthly adventure fanzine).

THE ADVENTURE AND STRATEGY CLUB, 17 Sheridan Rd, London E12 6QT. Contact: Hazel Miller. Cost £24 per year (bi-monthly adventure fanzine).

RED HERRING, 504 Ben Johnson House, Barbican, London EC27 8DL. Editors: Marion Taylor and Sue Medley. Cost £4 per issue (bi-monthly adventure fanzine).

SPECIAL OFFER

Tony Collins of The Guild has agreed to yet another great special offer for COMMODORE FORCE adventurers. This month you can take advantage of buying *Million Dollar Jewel Heist* by Dorothy Millard and *The Jade Necklace* by Jack Lockerby — two excellent adventures at £1 off the normal price of £4. Please state tape or disk when ordering.

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It's time to extinguish my torch once more and sharpen my quill ready for next month's writing. Keep chiseling at those letters and may your crom forever be well.

Atalan, eat the fruit — there's a worm in it to be used as bait. Drop the log of wood at the south side of the chasm and you should make further progress.

Philip Wilson of **Bristol** would like to know if there's anything he needs to get from the ship before it blows up, and if there are objects he needs from the escape pod in *Planetfall*.

The only thing you need to consider when in the ship is 'Agrrh! Run away' — basically, get the heck out of there. You should take the Survival Kit from the Pod.

Matthew Lomax of **Doncaster** has asked if *The Quill* is more advanced than *GAC* and where it can be obtained from.

I'm sure someone will correct me if I'm wrong, but I don't think you can buy *The Quill* these days. Try the In-Touch column in **Adventure Probe** magazine.

The Quill and *GAC* are, in my humble opinion, equally as good. I find *GAC* a lot easier to use, but both systems are quite easy to get to grips with once you've followed the basic tutorial.

Margaret Lawrence from **Dudley** is puzzled by the Newspaper and the Binoculars in *Beatle Quest*.

Well, you may find this hard to believe, Margaret, but if you take the newspaper you can MAKE TAXI to get some transport! Give the Binoculars to the Girl with the Kaleidoscope Eyes.

Peter Williamson of **Manchester** is completely stumped by the boulder in *Desert Island*.

I suggest you tie the rope to the harpoon and fire it — that should help you overcome the problem (as obscure as it may sound — Ed).

Janet Arundel of **Colwyn Bay** is stuck on the lovely 'golden oldie' adventure, *Mordon's Quest*. She just can't find the answer that Tarzan's question.

Carefully draw a map of the jungle area and stand back and study it. What kind of amorphous creature does it look like? Doesn't it look rather like something small, green and slimy that lives in ponds and croaks?

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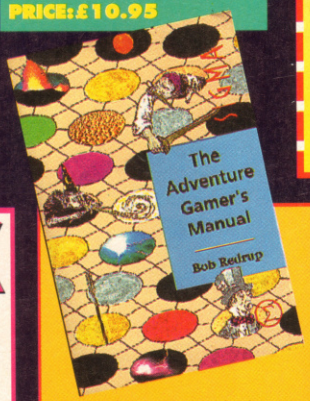

All those who love playing adventure games on their computer will find this book of greta interest. Contents include history, development of computer adventures games, tackling first moves, mass and mapping techniques, mazes and how to master them, solving puzzles and choosing adventure games.

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ZZAP! 64

SO MUCH TO SAY BUT ONLY ONE PAGE...

The last editorial page in COMMODORE FORCE is where, traditionally, we give an indication of what to expect in the next issue. The problem is, we don't know where to start! COMMODORE FORCE incorporates ZZAP! 64. After collating the results of ZZAP!'s last reader survey, we decided it was time for change. Everyone — including us — appeared more than happy with ZZAP!, but we wanted more than just 'happy'. We wanted our readers to be lost for words after reading a new issue; to struggle to find superlatives to adequately describe just how excellent the magazine was. So COMMODORE FORCE — incorporating ZZAP! 64 —was designed, developed and released onto an unsuspecting (not to mention unenlightened) public.

You're now reading COMMODORE FORCE Issue Nine, or ZZAP! Issue 99. Our next issue will be COMMODORE FORCE Issue Ten. It's also ZZAP! issue 100 and, understandably, we're going to party. In fact, we're rather happy to have the opportunity to.

Next month we'll have a review of *Liverpool*, Grandslam's much-awaited football epic. We've been promising it for the last two issues, but the game just wasn't finished. What's the point in reviewing a game unless it's the final version? Another C64 mag appear to have reviewed an unfinished copy, but we're not in the slightest bit bothered — if you want to read how it *really* is, you can read it here.

Back to the Feature will be concentrating on the grand year of 1987, and our regulars will be... well, as regular as ever. Reel Action will contain some of the hottest games this side of there, and our two exclusive diaries will be as informative and interesting as you'd hope for. The Tipster will have an exellent Blues Brothers map and much more and — hopefully — Lloyd will have recovered enough to get through the reams of letters that positivelly overflow from his mailbag. You can even watch the conflict evolve between Chris and Miles as they both lust after the elusive role of Tipster. There's so much more that we could tell you, but there just isn't the space (or the time — deadlines, eh?).

Issue Ten (or is that 100?) of COMMODORE FORCE hits the shelves on 26 August. As we've said before — we can't FORCE you to buy it, but you'd be a fool if you didn't.

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DON'T BE A PARTY POOPER, JOIN THE COMMODORE FORCE CELEBRATIONS ON 26 AUGUST. BUT REMEMBER, IF YOUR NAME ISN'T DOWN YOU'RE NOT COMING IN, SO GET THE TICKET — COMMODORE FORCE ISSUE 10!

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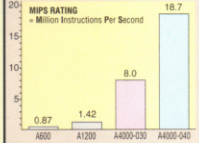

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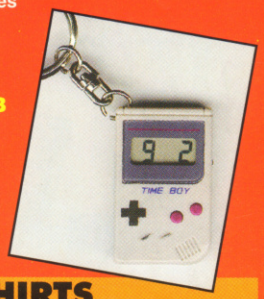

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